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FORGOTTEN REALMS®

PLAYER'S GUIDE TO FAERÛN

Richard Baker, Travis Stout, James Wyatt

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PLAYER'S GUIDE TO FAERÛN™

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Introduction

Mighty heroes stride across the land of Faerûn, forging new legends with their strivings and their triumphs. Stalwart shield dwarf warriors battle against the blood-maddened orc hordes of the North. Sun elf mages from distant Evermeet study the secret arts of elven High Magic. Quick-witted Calishite rogues roam the alleyways and bazaars of fantastic cities. The opportunities for adventure are virtually limitless.

Player's Guide to Faerûn offers a broad overview of races, prestige classes, feats, spells, magic items, monsters, and rules expansions available in a FORGOTTEN REALMS campaign. The book has two primary purposes. First, it provides a v.3.5 update for the FORGOTTEN REALMS setting. Second, it serves as a player's single best collection of Faerûnian lore and arcana for building an infinite variety of characters.

How to Use This Book in Your Campaign

Player's Guide to Faerûn gives you everything you need to create and play FORGOTTEN REALMS characters.

Chapter 1, Regions and Feats: This chapter presents a new reorganization of character regions and an updated regional feat system, plus revisions of existing feats for v.3.5. Dozens of new, more specific character regions are included here to better represent the disparate cultures and lands scattered across Faerûn.

Chapter 2, Prestige Classes: The prestige classes presented in Chapter 1 of the *FORGOTTEN REALMS Campaign Setting* are revised to v.3.5 here. In addition, a number of new prestige classes (such as the Eye of Horus-Re) are introduced.

Chapter 3, Domains and Spells: This chapter updates the Toril-specific domains and spells found in Chapter 2 of the *FORGOTTEN REALMS Campaign Setting* and revises a number of spells originally presented in the *Magic of Faerûn* supplement. It also includes a number of FORGOTTEN REALMS spells from earlier editions of the game that had not previously been updated for the new DUNGEONS & DRAGONS game.

Chapter 4, Magic Items: A broad selection of magic items from previous FORGOTTEN REALMS products appears in this chapter. Also featured are some items from *Magic of Faerûn* that have been revised to be fully compatible with v.3.5 DUNGEONS & DRAGONS.

Chapter 5, Epic Levels in Faerûn: This chapter examines epic material specific to the FORGOTTEN REALMS setting.

Chapter 6, The Cosmology of Toril: This chapter describes the arrangement of the planes in the FORGOTTEN REALMS setting.

Chapter 7, Campaign Journal: This chapter discusses the major ongoing story elements currently active in the FORGOTTEN REALMS game setting and offers some tips on incorporating these events into your own game.

Appendix: Expanded Play: The section provides Toril-specific feats and prestige classes that incorporate material from the *Psionics Handbook, Book of Vile Darkness,* and *Book of Exalted Deeds,* as well as variant level adjustments for popular races.

What You Need to Play

To make the best use of *Player's Guide to Faerûn,* you should have the *Player's Handbook v.3.5,* the *Dungeon Master's Guide v.3.5,* the *Monster Manual v.3.5,* and the *FORGOTTEN REALMS Campaign Setting.*

This book updates significant portions of several other FORGOTTEN REALMS products, including *Races of Faerûn* and *Magic of Faerûn.*

Finally, *Player's Guide to Faerûn* addresses the interaction of several other rulebooks with the FORGOTTEN REALMS game setting. Information on specific applications of the *Psionics Handbook, Epic Level Handbook,* and *Manual of the Planes* for the FORGOTTEN REALMS setting is presented where applicable.

previous forgotten realms products

While the version 3.5 revisions to the DUNGEONS & DRAGONS game included a number of relatively minor changes and updates to the game system, the majority of your existing 3rd Edition FORGOTTEN REALMS supplements and accessories are still perfectly usable in your game.

FORGOTTEN REALMS Campaign Setting: Chapters 1 through 3 of *Player's Guide to Faerûn* update and supersede Chapters 1 and 2 of the *FORGOTTEN REALMS Campaign Setting*. The rest of the *Campaign Setting* is unchanged by the v.3.5 revisions to the DUNGEONS & DRAGONS game. However, Chapter 7 of this book (the Campaign Journal), offers some updates on major story developments reflected in the *Return of the Archwizards* and *War of the Spider Queen* novel series.

Monster Compendium: Monsters of Faerûn: A free web supplement updates the Faerûnian monsters described in the *Monster Compendium.*

Magic of Faerûn: Unless a feat, prestige class, spell, or magic item from *Magic of Faerûn* has been revised in *Player's Guide to Faerûn,* you can still use it as it was. Chapters 3, 4, and 5 of this book revise a significant amount of material from *Magic of Faerûn.*

Lords of Darkness: As with the *FORGOTTEN REALMS Campaign Setting,* most of the material in *Lords of Darkness* has not been significantly affected by the core rulebook revisions.

Vhaeraun and Selvetarm Do Battle

Illustration by Steve Prescott

Faiths and Pantheons: Many of the deity descriptions are affected by the core rulebook revisions. (For example, changes to the ranger class affect any deity with levels in ranger.) Most of these changes are relatively minor, and the deities can be used as previously presented without serious problems, although you may need to identify spell names that have changed in the *Player's Handbook* v.3.5. (See the free download for *Deities and Demigods* on the Wizards of the Coast website for detailed information about how to convert deity statistics to conform to the v.3.5 revision.)

The prestige classes described in Chapter 4 should be usable as they stand, although you should watch out for nomenclature changes, such as spell names or skill names.

Silver Marches: Very little of this book is affected by the revisions to the core rulebooks or the material in the *Player's Guide to Faerûn.*

City of the Spider Queen: You can still play the adventure "as is," but you'll probably want to take advantage of the new class features, spells, feats, and monsters in the core rulebooks. If you want to play the *City of the Spider Queen* adventure using the v.3.5 revisions, spend some time converting specific monsters and NPCs.

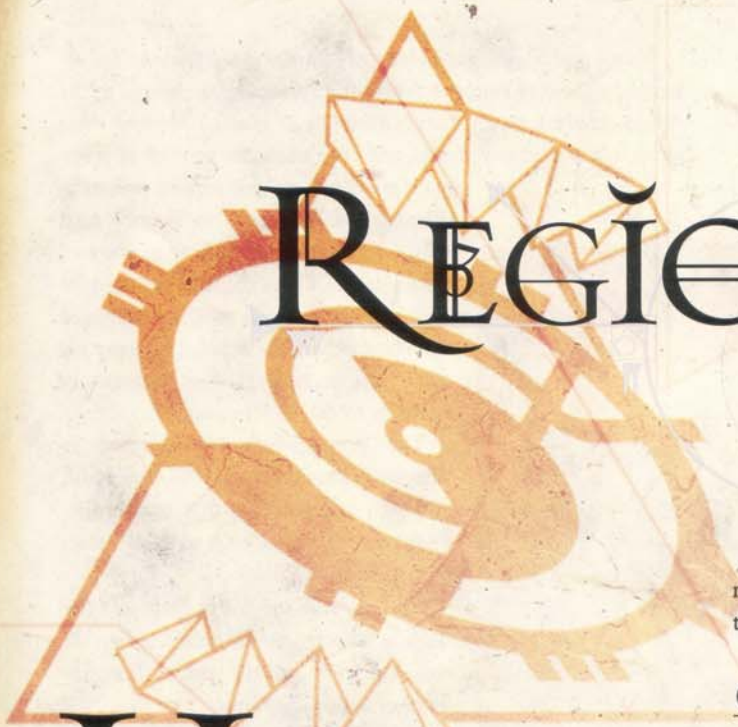
Recent Books: *Races of Faerûn* and *Unapproachable East* anticipated most of the changes in the v.3.5 revision, and *Underdark* actually came out after the revision of the D&D core rulebooks. You should be able to use all the material from these three sourcebooks without difficulty, although Chapter 1 of this book presents some minor updates to regions and regional feats first released in *Races of Faerûn* and *Unapproachable East.*

what's this book for?

In general, the v.3.5 revisions to the D&D core rulebooks do not invalidate previous products. However, they do introduce enough minor changes—such as the adoption of the Stealthy feat in the *Player's Handbook,* or the change in how hit points are calculated for constructs, or the differences in how feats and skills are determined for monsters—that it seemed appropriate to spell out exactly how D&D v.3.5 affects the FORGOTTEN REALMS setting. The *Player's Guide to Faerûn* incorporates the rules changes presented in the D&D v.3.5 core rulebooks and updates key information about the setting for the newest version of the rules.

The designers also searched out the best 1st and 2nd Edition FORGOTTEN REALMS material that had not yet been updated for 3rd Edition D&D and brought much of it forward into v.3.5. If you're a longtime fan of the setting, you'll find that many old favorites appear here for the first time in many years. A few entirely new monsters, spells, prestige classes, and magic items have been included as well, just to give you more Faerûn-specific features with which to expand your FORGOTTEN REALMS game.

REGIONS & FEATS



Hundreds of different cultures sprawl across Faerûn, each marked by its own language, history, mores, technology, and magic. Both the Nars and the Uthgardt are known as fierce barbarians, but the Nars are mounted plains nomads who raise the hardiest horses in Faerûn, while the Uthgardt are masters of the forests and mountains of the North. A human barbarian might look very different depending on whether he grew up in the steppes of Narfell or beneath the mist-wreathed branches of the Cold Wood.

The system of regions offers players an opportunity to "ground" their characters in Faerûn by describing the special advantages and distinguishing characteristics of various potential homelands. Just as you choose a subrace or ethnic origin for your character, you can also assign a character region to describe the character's homeland.

The choice of region answers several questions about a character. It determines what languages he knows and provides access to special regional feats that represent some of the particular strengths and qualities of his people. As you become more familiar with the FORGOTTEN REALMS setting, your character's choice of homeland also offers additional opportunities to develop and roleplay the character. The folk of Rashemen have a longstanding enmity with the wizards of Thay, so a player whose character is native to Rashemen can roleplay a deep-seated suspicion of any Thayan character he meets or an unreasonable fear of Thayan magic. On the other hand, he might become determined to set aside his natural prejudices and judge Thayans based on their individual acts rather than on the aggressive history of their homeland.

Since regions and feats are closely tied, this chapter also presents the feats available to a Faerûnian character over and above those in the *Player's Handbook*. Many of the feats in this chapter are regional feats, but others represent conditions or capabilities unique to Faerûn, such as the Shadow Weave.

Character Region

One of the defining characteristics of a specific campaign setting is that every character is from *somewhere*. In fact, the folk of many of Faerûn's kingdoms, cities, and wilderness areas are renowned for their regional characteristics—the languages they speak, the weapons they favor, and the special tactics or capabilities they are known to possess.

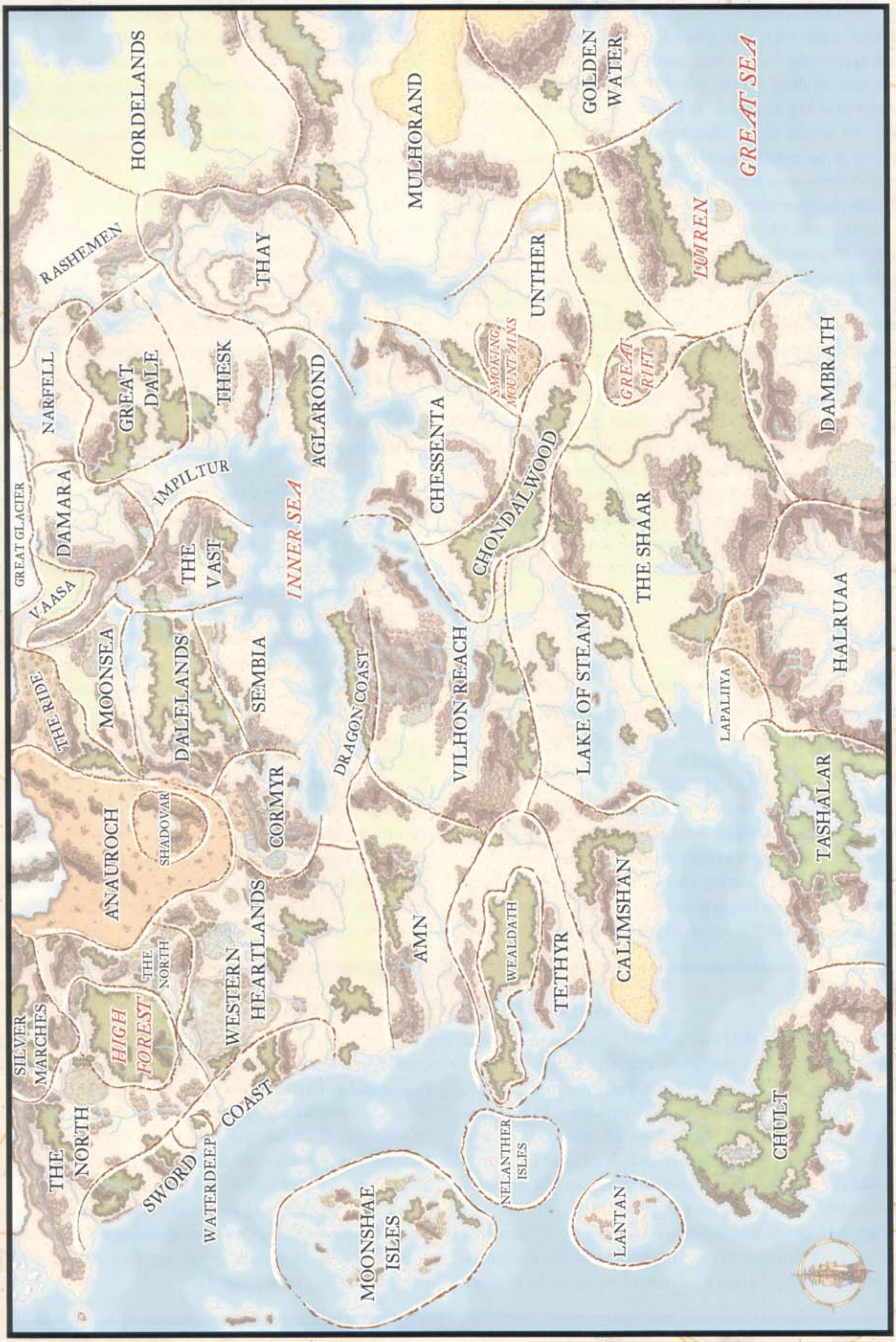
This book consolidates numerous race, region, and feat options that have appeared in previous 3rd Edition FORGOTTEN REALMS supplements, such as the Altumbel region from *Unapproachable East* and the character races introduced in *Underdark*. Many of the feats introduced in *Races of Faerûn* and *Unapproachable East* are included on the region tables so that you can make full use of those supplements with the revised region rules presented here. However, each character region also has several feat selections that do not rely on the previously published supplements, so you do not need other publications to create FORGOTTEN REALMS characters. New races from other supplements have not been reprinted here, so if you want to play an orog or an aarakocra, for example, you'll still need to refer to *Races of Faerûn*. However, these races have been included in the tables so that you could take advantage of the revised region rules when using characters of these races.

How to Choose a Region

The regions described in this chapter are organized by character race. For example, if you are creating a dwarf character, you should peruse Table 1–3: Dwarf Regions to find a region suitable for your character.

RECOMMENDED SUBRACE OR ETHNICITY

If your character's homeland is Narfell, she's quite likely a Nar. The recommended subrace or ethnicity entry on the region table indicates the specific subrace or ethnic group usually found in that


HORDELANDS
RASHEMEN
MULHORAND
GOLDEN WATER
GREAT SEA
THAY
UNTHER
LUIREN
NARFELL
GREAT DALE
THESK
AGLAROND
SMOKING MOUNTAINS
GREAT RIFT
DAMBRATH
GREAT GLACIER
DAMARA
IMPILTUR
CHESSENTA
CHONDALWOOD
THE SHAAR
VAASA
THE VAST
INNER SEA
HALRUAA
THE RIDE
MOONSEA
DALELANDS
SEMBIA
DRAGON COAST
VILHON REACH
LAKE OF STEAM
LAPALIIYA
ANAUROCH
SHADOVAR
CORMYR
TASHALAR
AMN
CALIMSHAN
SILVER MARCHES
HIGH FOREST
THE NORTH
WESTERN HEARTLANDS
WEALDATH
TETHYR
THE NORTH
SWORD COAST
WATERDEEP
NELANTHER ISLES
CHULT
MOONSHAE ISLES
LANTAN

region. You should check with your Dungeon Master before you assign your character a region that doesn't fit his subrace. Doing so is not against the rules; indeed, despite the prevalence of certain races in certain areas, Faerûn is a diverse land with many well-integrated cities and kingdoms. It would not be unreasonable, for example, for a gold dwarf character to have the human region of Cormyr as his native region. However, such an unusual origin probably deserves some explanation in your character's backstory. Perhaps the character is descended from a family of Great Rift merchants or armorers who set up shop in Suzail a generation or two ago so that they could sell their wares or handiwork to the humans of the kingdom. Don't ignore the race recommendations entirely, though—if none of the characters in the campaign come from the traditional homelands of their races, then there isn't much point in choosing character regions to begin with.

CREATING NEW REGIONS

There is no reason you can't create additional character regions to add greater detail to your campaign or make more options available. The Marsh Drovers of the Marsh of Tun aren't very much like the industrious merchants and worldwise adventurers usually found in the Western Heartlands region, so it would make sense to describe the Marsh Drovers as a region of their own. Any population with its own unique combination of language, talents, or technology can constitute a region.

Region Benefits

Choosing a region defines a character's starting languages known and available bonus languages. It also provides two additional benefits: access to regional feats and bonus equipment.

LANGUAGES

All player characters know Common. In addition, each character knows the automatic languages listed for her region.

A character with an Intelligence score of 12 or better may choose bonus languages during character creation. A character is entitled to one bonus language per point of initial Intelligence bonus, so a starting Intelligence of 16 (+3 bonus) would entitle her to three bonus languages. Bonus languages must be selected from the list given for the character's home region.

A character can always choose to learn additional languages beyond her automatic and bonus languages by purchasing ranks in the Speak Language skill. Refer to Chapter 3 of the *FORGOTTEN REALMS Campaign Setting* for a list of languages commonly used in Faerûn.

REGIONAL FEATS

Regional feats represent particular strengths, talents, or characteristics of the people who inhabit a region. These aren't bonus feats—you can choose a regional feat only as one of your character's 1st-level feat choices. You are not required to choose one if you don't want to. You can select only one regional feat, even if you would normally be entitled to multiple feat choices at 1st level. Thus, even though a 1st-level human fighter has three feat slots available, he may pick only one regional feat. The other two feat slots must be filled by nonregional feats. You may not choose regional feats at character levels beyond 1st.

BONUS EQUIPMENT

Each region entry includes two options for bonus equipment. You may choose either at 1st level, but not both. You may well find, however, that neither equipment option is very enticing for your character based on his class. This kind of situation simply reflects the fact that some lands are known for their wizards, while others are known for their fighters or rogues. If you decide not to take either package, you may take an additional 100 gp in starting funds instead. An asterisk (*) indicates a masterwork item.

Regions and Skills

Regions also serve one additional function in a FORGOTTEN REALMS campaign—they define how far the knowledge a character gains with the Knowledge (local) skill actually extends. They also provide the opportunity for specialization in other Knowledge skills.

When you take ranks in Knowledge (local), you must designate the region to which your local knowledge pertains. Most of the following regions can be found on Table 1–2: Human Regions, but

Why Regions Changed

The revision to the D&D core rulebooks incorporated several of the feats that were previously exclusive to specific character regions (such as Stealthy) into the *Player's Handbook*, thus making them available to all characters. In addition, experience has shown that the complicated interaction of race, preferred class, and character class made it difficult for players to navigate the regional feat system and find the right character combination to choose the feats they wanted.

The revision to the character region system presented here incorporates four major improvements to the previous version. First, the cross-referenced tables make it much easier to locate region and feat correlations you want for your character. Second, the elimination of the preferred class step should reduce the number of "false starts" that resulted from the previous region system. Third, additional regional information from several other 3rd Edition FORGOTTEN REALMS supplements (such as *Races of Faerûn*, *Unapproachable East*, and *Underdark*) has been incorporated into the system. Finally, regional feats have deliberately been made more attractive choices than corresponding nonregional feats in order to reward you for grounding your character in the FORGOTTEN REALMS setting.

some (such as Evermeet or the Smoking Mountains) are primarily nonhuman. Thus, they appear on the region tables for other races.

The Underdark is broken up into seven regions representing large, contiguous areas of Faerûn's subterranean world. A character familiar with the Underdark beneath Halruaa would not necessarily know much about what to find below the Spine of the World. These Underdark regions are described at greater length in the FORGOTTEN REALMS supplement *Underdark.*

TABLE 1–1: KNOWLEDGE REGIONS

Region
Aglarond (includes Altumbel, Sildëyuir, the Wizards' Reach, and the Yuirwood)
Amn
Anauroch
Calimshan
Chessenta
The Chondalwood*
Chult
Cormyr
The Dalelands (includes Cormanthor Drow, Elven Court)
Damara (includes the Galena Mountains)
Dambrath
The Dragon Coast
Evermeet*
The Golden Water
The Great Dale (includes the Forest of Lethyr)
The Great Glacier (includes Sossal and Snow Eagle Aerie)
Halruaa
The High Forest*
The Hordelands
Impiltur
The Inner Sea*
The Lake of Steam
Lapaliiya
Lantan
Luiren*
The Moonsea
The Moonshae Isles
Mulhorand
Narfell
The Nelanther Isles
Nimbral
The North
The Outer Sea*
Rashemen
The Ride
Samarach
Sembia
The Shaar
Shadovar
The Silver Marches (includes Silverymoon and the Spine of the World)
The Smoking Mountains
The Sword Coast
Tashalar
Tharsult
Thindol
Tethyr
Thay
Thesk
Underdark (Buried Realms)
Underdark (Darklands)
Underdark (Earthroot)
Underdark (Glimmersea)
Underdark (Great Bhaerynden)
Underdark (Northdark [includes Menzoberranzan])
Underdark (Old Shanatar)
Unther
Vaasa
The Vast
The Vilhon Reach
Waterdeep
The Wealdath*
The Western Heartlands (includes Evereska)

* Nonhuman region.

Knowledge Synergy: If you have at least 5 ranks in Knowledge (local) for a particular region, you gain a +2 bonus on all other Knowledge skill checks pertaining to that region. For example, if you have 5 ranks in Knowledge (Cormyr local), you gain a +2 bonus on Knowledge (geography), Knowledge (history), Knowledge (nobility and royalty), and all other Knowledge checks made relating to topics or questions that have to do with Cormyr.

This rule supersedes the Regional Focus rule on page 9 of the *FORGOTTEN REALMS Campaign Setting.*

Region Definitions

Regions are by their very nature broad and poorly defined. A character who grew up in a small village on the western shore of the Dragonmere might be considered a native of Cormyr, the Dragon Coast, or possibly even the Western Heartlands. The following definitions briefly illustrate the central theme and assumptions that form the basis for each region, so that you can make a more informed choice about which is right for your character.

Some regions appear in more than one racial entry. For example, the Great Glacier is both a dwarf region and a human region. The two are not identical—the dwarf Great Glacier region offers access to different regional feats and equipment than the human Great Glacier region does. The two regions represent two distinct cultures that happen to share the same geographic area.

Information from other supplements is designated throughout this chapter with the following superscript codes: *Races of Faerûn* ($^{\text{RAC}}$), *Unapproachable East* ($^{\text{UNA}}$), *Underdark* ($^{\text{UND}}$), and the *FORGOTTEN REALMS Campaign Setting* ($^{\text{FOR}}$).

Knowledge (Local): Regions that are contained within other geographic areas, or closely tied to another geographic locale, are represented on Table 1–1 by parenthetical notes that indicate which region they are included within for the purpose of purchasing ranks in Knowledge (local). For example, the Forest of Lethyr elf region is closely tied to the Great Dale human region. Therefore, it's not necessary for a character to purchase ranks in Knowledge (Forest of Lethyr local)—he or she can instead take ranks in Knowledge (Great Dale local), which encompasses both the Forest of Lethyr and the larger surrounding area of the Great Dale.

Humans

Compared to most of the nonhuman races, whose members tend to get along reasonably well with others of their own kind, the humans of Faerûn are divided into innumerable competing nations, states, sects, religions, bandit kingdoms, and tribes. Humans argue about anything, fight about whatever they argue about, and hold dear among their many deities quite a few who actively encourage that type of behavior.

The longer-lived elves and dwarves respect individual humans, but they do not necessarily respect the entire race. The elves have difficulty forgetting that the first human empires of Netheril, Raumathar, Narfell, and other ancient lands were built upon magical secrets borrowed or looted from their ancestors. The fact that those early human empires invariably corrupted themselves with evil magic does not reassure the elves. The dwarves—particularly the shield dwarves of northern Faerûn—respect humans as fierce warriors but fear that there would be little room for dwarves in a world dominated by humankind.

Humans don't see it that way. Their greatest heroes outshine the deities themselves and sometimes become deities in their own right. Unfortunately, the same could be said of humanity's greatest villains—and therein lies the challenge facing any human adventurer. As with anything of value, power comes at a cost.

Racial Abilities: Human characters, regardless of region, have all the human racial traits described in the *Player's Handbook*.

Human Ethnicities

Unlike the other humanoid races, humans are not divided into easily identifiable subraces with distinct racial traits, though they do vary greatly in appearance and cultural heritage. Any distinctions among human ethnicities are inevitably muddled because centuries of settlement and conquest have ensured that no division is absolute. Nevertheless, seven major human ethnic groups are widely recognized: Calishites, Chondathans, Damarans, Illuskans, Mulan, Rashemis, and Tethyrians.

Calishite: These humans, descended from the slaves of Calimshan's ancient genie lords, form the primary racial stock of the Border Kingdoms, the Lake of Steam cities, the Nelanther Isles, and Calimshan. Shorter and slighter in build than most other humans, Calishites have dusky brown skin, hair, and eyes. They regard themselves as the rightful rulers of all lands south and west of the Sea of Fallen Stars, and they look upon northern cultures as short-lived barbarian kingdoms barely worthy of notice. Most Calishites seek nothing more than a lifestyle of comfort and the respect of their peers.

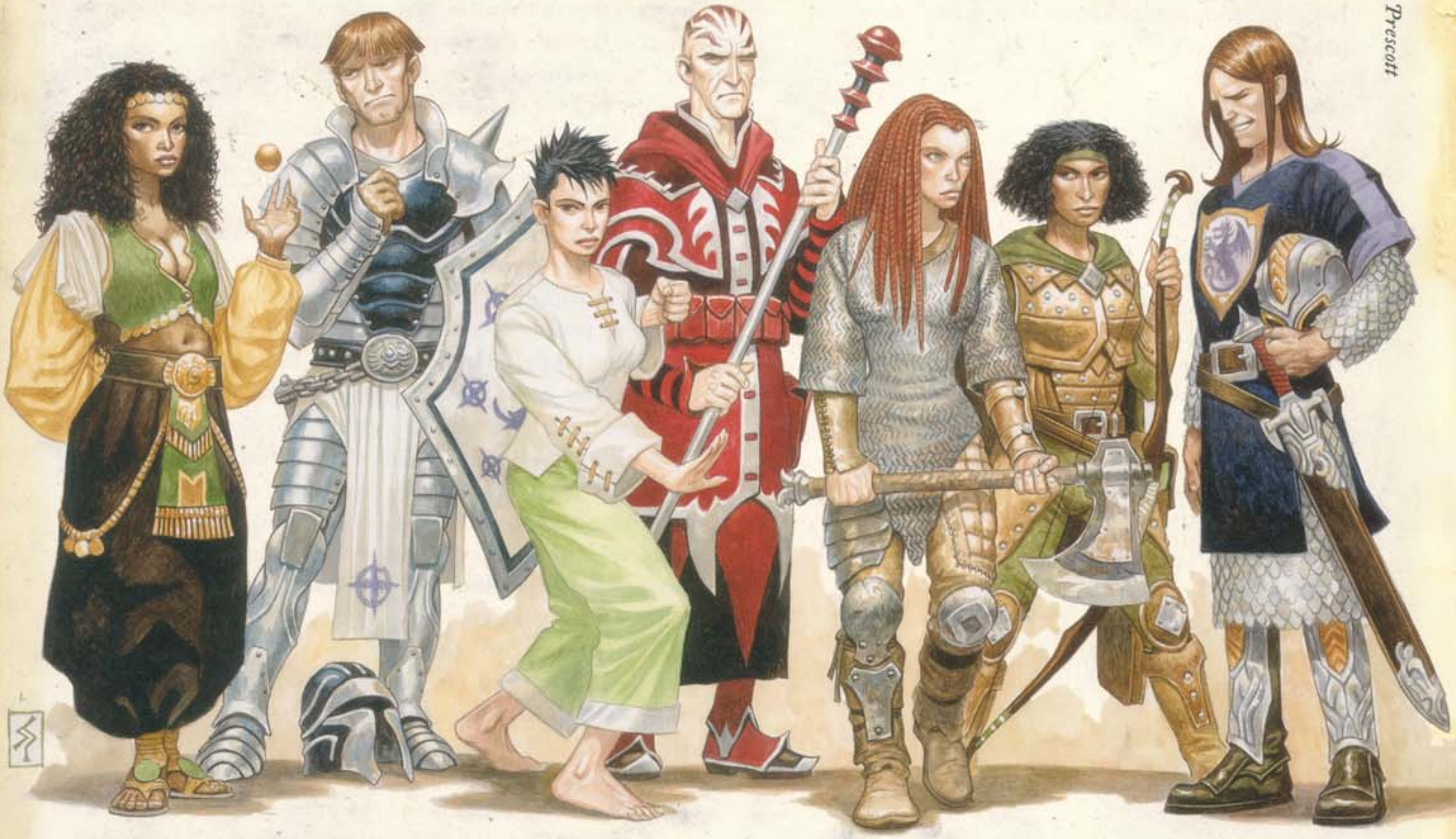


Illustration by Steve Prescott

TABLE 1–2: HUMAN REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Aglarond	Chondathan, Damaran, Rashemi	Aglarondan	Chessentan, Damaran, Draconic, Elven, Mulhorandi, Orc, Sylvan, Untheric	Chauntea, Selûne, Valkur	Discipline, Luck of Heroes, Treetopper	(A) Studded leather armor* and 20 arrows*, or (B) Scroll of *web* and *protection from arrows*
Altumbel	Chondathan, Damaran, Mulan	Aglarondan	Aquan, Chondathan, Chessentan, Rashemi, Serusan, Untheric	Chauntea, Selûne, Valkur	Bullheaded, Militia, Stormheart	(A) Longsword* or spear*, or (B) Chain shirt* and masterwork lute
Amn	Calishite, Tethyrian	Chondathan	Alzhedo, Elven, Giant, Goblin, Nexalan, Orc, Shaaran	Bane, Chauntea, Cyric, Selûne, Shar, Sune, Waukeen	Cosmopolitan, Mercantile Background, Silver Palm, Street Smart	(A)Thieves' tools, hand crossbow, and 10 bolts*, or (B) Longsword* or short sword*
Anauroch	Bedine	Midani	Chondathan, Damaran, Draconic, Gnoll, Netherese, Orc	Beshaba, Kelemvor, Selûne, Talos	Fearless, Knifefighter, Survivor	(A) Scimitar* or dagger*, or (B) Composite shortbow (Str +2) and 10 arrows*
Calimshan	Calishite, Tethyrian	Alzhedo	Auran, Chondathan, Chultan, Draconic, Ignan, Shaaran, Tashalan	Azuth, Ilmater, Shar, Sharess, Siamorphe, Talos, Tyr	Bloodline of Fire, Genie Lore^{RAC}, Harem Trained^{RAC}, Mind over Body, Street Smart, Spellwise	(A) *Wand of magic missile* (CL 1st, 20 charges) or (B) Chain shirt* and *potion of cure light wounds*
Chessenta	Mulan, Turami	Chessentan	Aglarondan, Chondathan, Draconic, Mulhorandi, Turmic, Untheric	Anhur, Azuth, Hoar, Lathander, Red Knight, Tiamat, Waukeen	Arcane Schooling, Artist, Education, Street Smart	(A) Short sword* or longspear*, or (B) Scroll of *blur* and *levitate*
Chult	Chultan, Tashalan	Chultan	Alzhedo, Draconic, Dwarven, Goblin, Shaaran, Sylvan, Tashalan	Shar, Thard Harr, Ubtao	Foe Hunter (goblinoid), Snake Blood, Survivor	(A) Kukri* or shortspear*, or (B) 2 doses Large monstrous scorpion poison
Cormyr	Chondathan, Tethyrian	Chondathan	Damaran, Elven, Gnome, Goblin, Halfling, Orc, Turmic	Chauntea, Deneir, Helm, Lathander, Lliira, Milil, Selûne, Silvanus, Tempus, Tymora, Tyr, Waukeen	Caravanner^{RAC}, Discipline, Foe Hunter (goblinoid), Furious Charge, Saddleback	(A) Longsword* or heavy mace*, or (B) Banded mail*

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The Dalelands	Chondathan, Vaasan	Chondathan	Damaran, Elven, Giant, Gnome, Orc, Sylvan	Chauntea, Lathander, Mielikki, Oghma, Shaundakul, Silvanus, Tempus, Torm, Tyr	Blooded, Caravanner^{RAC}, Forester, Luck of Heroes, Militia	(A) Composite longbow (Str +2), or (B) Longbow*, spear*, or quarterstaff*
Damara	Damaran, Chondathan	Damaran	Chondathan, Dwarven, Giant, Goblin, Orc, Uluik	Ilmater, Silvanus, Tempus	Arctic Adaptation^{RAC}, Bullheaded, Dauntless, Grim Visage^{RAC}, Jotunbrud^{RAC}	(A) Bastard sword* or battle axe*, or (B) 2 scrolls of *cure moderate wounds*
Dambrath	Illuskan, Shaaran	Dambrathan	Dwarven, Elven, Halfling, Halruaan, Gnoll, Illuskan, Shaaran, Undercommon	Loviatar, Tempus	Knifefighter, Resist Poison, Saddleback	(A) Light crossbow* or rapier*, or (B) 3 doses drow poison
The Dragon Coast	Chondathan, Tethyrian	Chondathan	Aglarondan, Chessentan, Damaran, Goblin, Halfling, Orc, Turmic	Helm, Mask, Nobanion, Sune, Tempus, Tymora, Umberlee	Silver Palm, Stormheart, Thug	(A) Rapier* or light crossbow*, or (B) *Potion of blur* or *levitate*
The Golden Water	Durpari	Durpari	Draconic, Dwarven, Giant, Halruaan, Halfling, Mulhorandi, Shaaran	Gond, Selûne, Torm, Waukeen	Arcane Schooling, Cosmopolitan, Silver Palm	(A) Scimitar*, kukri*, or falchion*, or (B) *Wand of cure light wounds* (CL 1st, 20 charges)
The Great Dale	Chondathan, Damaran, Nar	Damaran	Giant, Goblin, Mulhorandi, Rashemi, Sylvan	Shaundakul, Silvanus, Talona	Bullheaded, Dauntless, Forester	(A) Longbow* or shortbow*, or (B) Healer's kit, 2 antitoxins, and 20 arrows*
The Great Glacier	Ulutiun, Sossrim	Uluik	Auran, Damaran, Dwarven, Elven, Giant	Auril, Ulutiu	Ancestral Spirit^{RAC}, Axethrower, Surefooted, Survivor	(A) Spear* or javelin*, or (B) Hide armor* and *potion of cure moderate wounds*
Halruaa	Halruaan, Shaaran, Tashalan	Halruaan	Dambrathan, Elven, Goblin, Halfling, Shaaran, Tashalan	Azuth, Mystra, Shar	Arcane Schooling, Magical Training, Spellwise	(A) Scroll of *web* and 6 1st-level arcane spells, or (B) *Wand of sleep* (CL 1st, 20 charges)
The Hordelands	Tuigan, Rashemi	Tuigan	Damaran, Goblin, Mulhorandi, Rashemi, Shou Expatriate	Akadi, Grumbar, Malar, Selûne	Horse Nomad, Saddleback, Tireless	(A) Composite shortbow*, or (B) Light warhorse, bit and bridle, military saddle, and studded leather barding

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Impiltur	Chondathan, Damaran	Damaran	Aglarondan, Chessentan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Turmic	Ilmater, Selûne, Tymora, Valkur, Waukeen	Dauntless, Fearless, Foe Hunter (demon), Militia	(A) Bastard sword* or morningstar*, or (B) Thieves' tools* and studded leather armor
The Lake of Steam	Calishite, Shaaran	Shaaran	Alzhedo, Chondathan, Dwarven, Goblin, Tashalan	Bane, Chauntea, Cyric, Lathander, Sune, Tyr, Waukeen	Knifefighter, Snake Blood, Stormheart	(A) Scimitar*, falchion*, or glaive*, or (B) *Potion of darkvision* or *invisibility*
Lapaliiya	Shaaran, Tashalan	Tashalan	Alzhedo, Chultan, Gnoll, Halruaan, Shaaran, Yuan-ti	Ilmater, Kelemvor, Selûne, Talos, Waukeen	Resist Poison, Snake Blood, Stormheart	(A) Scimitar* or javelin*, or (B) Studded leather armor* and potion of *invisibility*
Lantan	Lantanna	Lantanese	Alzhedo, Chondathan, Dwarven, Gnome, Ignan, Illuskan, Shaaran	Azuth, Gond	Arcane Schooling, Education, Mercantile Background	(A) Pistol, powderhorn, and 10 bullets*, or (B) Heavy crossbow*
The Moonsea	Chondathan, Damaran, Vaasan	Damaran	Chessentan, Chondathan, Draconic, Giant, Goblin, Orc	Bane, Cyric, Loviatar, Mask, Talona, Talos, Tyr	Foe Hunter (orc), Street Smart, Thug	(A) Short sword* or two-bladed sword*, or (B) Hand crossbow and 2 doses of greenblood oil
The Moonshae Isles	Ffolk, Illuskan	Illuskan	Aquan, Chondathan, Elven, Giant, Orc, Sylvan	Chauntea, Tempus	Axethrower, Dauntless, Oral History^{RAC}, Strong Soul	(A) Studded leather armor* and 20 arrows*, or (B) Handaxe*, battleaxe*, or greataxe*
Mulhorand	Durpari, Mulani	Mulhorandi	Aglarondan, Chessentan, Draconic, Durpari, Goblin, Tuigan, Untheric	Mulhorandi pantheon, Mask, Mystra, Red Knight	Arcane Schooling, Mind over Body, Theocrat^{RAC}	(A) Sickle*, falchion*, or khopesh*, or (B) Two 2nd-level divine spell scrolls
Narfell	Damaran, Nar	Damaran	Goblin, Orc, Rashemi, Tuigan, Uluik	Talos, Tempus, Waukeen	Arctic Adaptation^{RAC}, Saddleback, Survivor	(A) Light warhorse, bit and bridle, military saddle, and studded leather barding, or (B) Light lance* or longspear*
The Nelanther Isles	Calishite, Chondathan, Illuskan	Chondathan	Alzhedo, Goblin, Illuskan, Lantanese, Orc, Shaaran	Beshaba, Cyric, Talos, Tempus, Umberlee	Blooded, Stormheart, Thug	(A) Scimitar* or dagger*, or (B) Pistol, powder horn, and 10 bullets*

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The North	Illuskan	Illuskan	Chondathan, Dwarven, Elven, Giant, Goblin, Orc	Auril, Deneir, Eldath, Lurue, Malar, Mielikki, Milil, Mystra, Oghma, Selûne, Shaundakul, Shiallia, Silvanus, Talos, Tempus	Arctic Adaptation^{RAC}, Axethrower, Foe Hunter (orc), Jotunbrud^{RAC}, Saddleback	(A) Battleaxe*, heavy mace*, or longsword*, or (B) Studded leather armor* and 20 arrows*
Rashemen	Nar, Rashemi	Rashemi	Aglarondan, Damaran, Goblin, Mulhorandi, Tuigan	Chauntea, Mielikki, Mystra	Aftersight^{RAC}, Bullheaded, Draw from the Land^{UE}, Dreadful Wrath, Ethran, Vremyonni Training^{UNA}	(A) Greataxe* or greatsword*, or (B) *Wand of detect magic* or *wand of light* (CL 1st, 20 charges)
The Ride	Nar, Vaasan	Damaran	Chondathan, Giant, Goblin, Orc, Rashemi	Malar, Talos, Selûne, Tempus	Furious Charge, Horse Nomad, Tireless	(A) Light warhorse, bit and bridle, military saddle, and studded leather barding, or (B) Battleaxe* or spear*
Sembia	Chondathan	Chondathan	Chessentan, Damaran, Gnome, Halfling, Mulhorandi, Shaaran, Turmic	Azuth, Deneir, Lathander, Loviatar, Mystra, Sune, Tymora, Tyr, Waukeen	Caravanner^{RAC}, Mercantile Background, Silver Palm, Twin Sword Style	(A) 300 gp, or (B) Rapier* or dagger*
The Shaar	Calishite, Shaaran	Shaaran	Alzhedo, Dambrathan, Durpari, Dwarven, Gnoll, Halruaan, Tashalan, Untheric	Akadi, Mask, Shar, Tempus	Fleet of Foot, Horse Nomad, Survivor	(A) Studded leather armor* and javelin*, or (B) Light warhorse, bit and bridle, military saddle, and studded leather barding
Shadovar	Netherese, Shade	Netherese	Chondathan, Damaran, Draconic, Elven, Loross, Thorass	Shar	Discipline, Spellwise	(A) Ranseur* or short sword*, or (B) *Wand of sleep* (CL 1st, 20 charges)
Shou Expatriate	Shou	Shou	Draconic, Durpari, Goblin, Mulhorandi, Rashemi, Tuigan	Celestial bureaucracy (not devoted to a particular deity)	Discipline, Mercantile Background, Mind over Body	(A) Katana (masterwork bastard sword), or (B) Nunchaku* or kukri*
Silverymoon	Chondathan, Illuskan	Chondathan	Dwarven, Elven, Giant, Illuskan, Orc, Sylvan	Deneir, Lurue, Mielikki, Milil, Mystra, Oghma, Silvanus	Blooded, Education, Smooth Talk	(A) Longsword*, rapier*, or longbow*, or (B) Studded leather armor* and 2nd-level spell scroll (arcane or divine)

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The Sword Coast	Illuskan, Tethyrian	Illuskan	Chondathan, Dwarven, Giant, Halfling, Orc	Bane, Beshaba, Chauntea, Lathander, Mask, Mystra, Tempus	Cosmopolitan, Knifefighter, Stormheart	(A) Longsword* or dagger*, or (B) Pistol, powder horn, and 10 bullets*
Tashalar	Chultan, Shaaran, Tashalan	Tashalan	Alzhedo, Chultan, Draconic, Illuskan, Orc, Shaaran, Yuan-ti	Chauntea, Malar, Savras, Set, Waukeen	Foe Hunter (yuan-ti), Mercantile Background, Snake Blood	(A) Light crossbow*, or (B) Hide armor* and large darkwood shield
Tethyr	Calishite, Tethyrian	Chondathan	Alzhedo, Elven, Goblin, Lantanese, Orc	Helm, Ilmater, Siamorphe, Torm, Tyr	Blooded, Furious Charge, Luck of Heroes	(A) *Potion of cure moderate wounds,* or (B) Chainmail
Thay	Mulan, Rashemi	Mulhorandi	Chessentan, Damaran, Gnoll, Infernal, Rashemi, Tuigan, Untheric	Bane, Gargauth, Kossuth, Loviatar, Shar, Talona	Discipline, Mind over Body, Tattoo Focus	(A) Two 2nd-level arcane spell scrolls, or (B) One 2nd-level and six 1st-level arcane spell scrolls
Thesk	Damaran, Rashemi, Tuigan	Damaran	Aglarondan, Chondathan, Giant, Gnoll, Mulhorandi, Orc, Rashemi, Shou, Tuigan	Chauntea, Mask, Shaundakul, Waukeen	Caravanner^{RAC}, Mercantile Background, Silver Palm, Smooth Talk	(A) Studded leather armor* and thieves' tools*, or (B) Scale mail* and healer's kit
Turmish	Chondathan, Turami	Turmic	Chessentan, Chondathan, Draconic, Dwarven, Ignan, Shaaran	Lliira, Silvanus, Talos, Tyr	Luck of Heroes, Mercantile Background, Militia	(A) Splint mail and heavy steel shield*, or (B) Five 50 gp gems
Unther	Mulan, Turami	Untheric	Chessentan, Draconic, Mulhorandi, Orc, Shaaran	Mulhorandi pantheon, Bane, Mystra, Tiamat	Arcane Schooling, Street Smart, Theocrat^{RAC}, Thug	(A) Breastplate*, or (B) Scroll of *detect thoughts* and *scorching ray*
Uthgardt Tribesfolk	Illuskan	Illuskan	Chondathan, Dwarven, Elven, Giant, Orc	Uthgar	Ancestral Spirit^{RAC}, Furious Charge, Oral History^{RAC}, Surefooted, Swift and Silent	(A) Battleaxe* or greataxe*, or (B) Studded leather armor* and 20 arrows*
Vaasa	Damaran, Vaasan	Damaran	Abyssal, Giant, Goblin, Orc, Uluik	Auril, Orcus, Talos	Arctic Adaptation^{RAC}, Axethrower, Tireless	(A) Splint mail*, or (B) Heavy mace* or light mace*
The Vast	Chondathan, Damaran	Damaran	Aglarondan, Chondathan, Dwarven, Giant, Goblin, Orc, Rashemi	Chauntea, Eldath, Mystra, Tempus, Torm, Tymora, Umberlee, Waukeen	Luck of Heroes, Mercantile Background, Thug	(A) Three potions of *cure light wounds* and 20 arrows*, or (B) Banded mail with armor spikes

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The Vilhôn Reach	Chondathan, Shaaran, Turami	Chondathan	Chessentan, Damaran, Draconic, Elven, Shaaran, Turmic	Eldath, Helm, Lliira, Malar, Nobanion, Silvanus, Talos, Tempus, Tyr	Plague Resistant^{RAC}, Silver Palm, Snake Blood, Thug	(A) Rapier* or dagger*, or (B) Chain shirt and 20 bolts*
Waterdeep	Chondathan, Illuskan, Tethyrian	Chondathan	Dwarven, Elven, Giant, Halfling, Illuskan, Orc	Faerûnian pantheon	Artist, Cosmopolitan, Education, Mercantile Background, Silver Palm, Smooth Talk, Twin Sword Style	(A) Longsword*, rapier*, or short sword*, or (B) Any two 2nd-level spell scrolls
The Western Heartlands	Calishite, Chondathan	Chondathan, Tethyrian	Elven, Giant, Goblin, Illuskan, Midani, Orc, Turmic	Deneir, Helm, Kelemvor, Lathander, Oghma, Tempus	Artist, Bullheaded, Caravanner^{RAC}, Saddleback, Shadow Shield^{RAC}, Shadow Song^{RAC}, Snake Blood, Spire Walking^{RAC}	(A) Bastard sword* or greatsword*, or (B) *Potion of lesser restoration*
The Wizards' Reach	Chondathan, Mulan, Rashemi	Untheric	Aglarondan, Chessentan, Elven, Mulhorandi, Orc, Serusan	Hoar, Mystra, Selûne, Shar, Tiamat, Tyr, Umberlee, Valkur	Arcane Schooling, Spellwise, Street Smart	(A) Studded leather armor* and 10 +*1 bolts*, or (B) Scroll of one 2nd-level spell and 3 thunderstones

*Masterwork item.

Chondathans: Descended from the natives of the Vilhon Reach, these hardy folk have spread to settle most of the western and central Inner Sea region and much of the Western Heartlands. Chondathans form the primary racial stock of Altumbel, Cormyr, the southern Dalelands, the Dragon Coast, the Great Dale, Hlondeth and both shores of the Vilhon Reach, the Pirate Isles of the Inner Sea, Sembia, and Sespech. They are slender, tawny-skinned folk with brown hair that ranges from almost blond to almost black. Most are tall and have green or brown eyes, but these traits are hardly universal. The Chondathan domination of central Faerûn came about largely by virtue of extensive trade and settlement rather than by force of arms. Many Chondathans are merchants of one sort or another, and they are not afraid to take risks, travel, or settle new lands.

Damarans: Proud and stubborn, these humans were born from some scattered remnants of Narfell's fall—primarily groups of Nars, Rashemis, and Sossrims who struggled to survive while waves of Chondathan emigrants settled in the lands of the Easting Reach. These four populations gradually coalesced into a new ethnic group that now makes up the primary racial stock of Damara, Impiltur, Thesk, and the Vast. Damarans are of moderate height and build, with skin hues ranging from tawny to fair. Their hair is usually brown or black, and their eye color varies widely, though brown is most common. Damarans see the world in stark contrasts—unspeakable evil (often stemming from the hubris of long-fallen empires) opposed by indomitable and uncompromising good. Most Damarans are farmers, loggers, or miners in a harsh and unforgiving land.

Illuskans: The seagoing, warlike people of the Sword Coast North, the Trackless Sea, and the Dessarin river valley, Illuskans are tall, fair-skinned folk with blue or steely gray eyes. Among the islands of the Trackless Sea and Icewind Dale, their hair color tends toward blond, red, or light brown. On the mainland south of the Spine of the World, however, raven-black hair is most common. Illuskans are proud, particularly of their ability to survive in the harsh environment of their northern homelands, and they regard most southerners as weak and decadent. Illuskans make their livings as farmers, fishers, miners, sailors, raiders, skalds, and runecasters.

Mulan: Members of this ethnic group have dominated the eastern shores of the Sea of Fallen Stars since the fall of ancient Imaskar. At various times in their long history, they have made up at least the ruling elite of Ashanath, Chessenta, the Eastern Shaar, Murghôm, Rashemen, Semphar, Thay, Thesk, and the Wizards' Reach cities south of the Yuirwood. Mulan are generally tall, slim, and sallow-skinned, with eyes of hazel or brown. Their hair ranges from black to dark brown, but all nobles and many other Mulan routinely shave off all their hair. As a race, Mulan are arrogant, conservative, and convinced of their cultural superiority over the rest of Faerûn.

Rashemis: These humans are tough, sturdy, and well adapted to life in the harsh and dangerous northeastern reaches of Faerûn. They are descended from the nomadic tribes that won the Orcgate Wars and built the empire of Raumathar. Not only do Rashemis dominate Rashemen and Thay, they also form significant minorities in Aglarond, the Endless Wastes, Thesk, and the Wizards' Reach region. Rashemis tend to be short, stout, and muscular, and they usually have dusky skin, dark eyes, and thick, black hair. They cherish their strong ties to their land, appreciating its beauty while respecting its harshness. They display little of the arrogance that marks other groups whose ancestors once ruled empires.

Tethyrians: The Tethyrian culture is a melting pot of Calishite, Chondathan, Illuskan, and Low Netherese elements. This unique background makes Tethyrians among the most tolerant, though fiercely independent, ethnic groups in Faerûn. They inhabit a vast territory stretching from Calimshan to Silverymoon, and from the Sea of Swords to the Sea of Fallen Stars. Tethyrians are of medium build and height, with dusky skin that grows fairer the farther north they dwell. Their hair and eye color varies widely, but brown hair and blue eyes are the most common. Tethyrians are proud of their diverse heritage and protective of their freedom, so they tend to distrust powerful kingdoms and empires.

Other Human Ethnicities: Other human groups in Faerûn include the Bedine nomads of Anauroch, the tall tribes of Chult, the Durpari of the Shining South, the Ffolk of the Moonshae Isles, the Gur nomads of the Western Heartlands, the Halruaans, the ancient Imaskari, the Lantanna people of the southern islands in the Sea of Swords, the Maztican peoples, the Nar descendants of ancient Narfell, the ancient Netherese peoples, the Raumvirans of the Lake of Mists region, the Shaaran nomads of Shaar, the Shou and other peoples of Kara'Tur, the Sossrims of the far northeast, the lost Talfir of the Western Heartlands, the Tashalan people of the Tashtan Coast, the Tuigan nomads of the Endless Wastes, the Turami of Turmish, the Ulutiuns of the farthest northern reaches, the Vaasans of the Moonsea and Vaasa, and the native people of Zakhara.

HUMAN REGIONS

Most human regions are described at length in the *FORGOTTEN REALMS Campaign Setting*.

Aglarond: The humans of Aglarond dwell along the northern shores of the peninsula, leaving the green Yuirwood to the elves and half-elves.

Altumbel: Populated by clannish humans and merchant-pirates, Altumbel lies near the center of the Sea of Fallen Stars. *Knowledge (Aglarond local)*.

Amn: The northernmost realm of the Lands of Intrigue, Amn is a populous and powerful mercantile country that is currently dealing with an infestation of monsters.

Anauroch: The great desert Anauroch is home to the wild nomads known as the Bedine.

Calimshan: One of the oldest and most heavily populated human kingdoms, Calimshan is a land of mighty wizards and humans with djinni bloodlines.

Chessenta: Westernmost of the Old Empires, Chessenta is a divided land of feuding city-states.

Chult: The folk of Chult inhabit the trackless and treacherous jungles of southern Faerûn.

Cormyr: Also known as the Forest Kingdom, Cormyr is a strong land of noble knights and great lords.

The Dalelands: Scattered beneath the branches of the ancient forest of Cormanthor, the Dales are a series of small cantons with a tradition of fierce independence.

Damara: North of Impiltur lies Damara, now a young and prosperous kingdom after decades of war against the Witch-King of Vaasa.

Dambrath: Settled centuries ago by Nars and a small number of Illuskans who wandered through *portals* in the Council Hills, Dambrath fell under the rule of the drow city of T'lindhet and the cult of Loviatar. Humans with no drow blood are considered servants at best.

The Dragon Coast: Home to a handful of wealthy and sophisticated city-states, such as Starmantle and Westgate, the Dragon Coast is the crossroads of Faerûn.

The Golden Water: The eastern lands of Estagund, Durpar, Var the Golden, and Ulgrath lie on the shores of the Golden Water, far to the south.

The Great Dale: Stretching for hundreds of miles between the Forest of Lethyr and the Rawlinswood, the Great Dale is home to reclusive clanfolk and mighty druids.

The Great Glacier: This fierce land is the home of the Ulutiuns, skillful hunters and nomads who survive where few others can. To the east lies the isolated nation of Sossal, home to the cold-loving Sossrim.

Halruaa: A land where it seems that everyone knows something of the wizard's art, Halruaa lies on the southern coast of Faerûn.

The Hordelands: Also known as the Endless Wastes, the Hordelands are home to the fierce Tuigan tribes.

Impiltur: A prosperous kingdom on the northern shore of the Inner Sea, Impiltur has a history of conflict with the warlike humanoids of the nearby mountains and the forgotten demons of ancient empires.

The Lake of Steam: The bustling city-states of the Lake of Steam are wealthy and strong, but the shadow of evil gods lies over them.

Lapaliiya: The inhabitants of the Lapal League dwell along the southeastern shore of the Shining Sea between Sammaresh and Ormpur. Their territory reaches as far inland as the Mhair Jungles, the Bandit Wastes, and the Dun Hills.

Lantan: Fabled as a land of mechanical wonders, Lantan lies north of the Chultan peninsula.

The Moonsea: A grim land of smelters, foundries, and mining camps, the Moonsea is home to the sinister cities of Zhentil Keep and Mulmaster.

The Moonshae Isles: West of Faerûn lie the Moonshae Isles, whose population is divided between the native Ffolk and the invading Illuskans.

Mulhorand: This ancient land lies at the eastern end of the Sea of Fallen Stars. For many centuries, undying god-kings have ruled as pharaohs here.

Narfell: A cold and savage steppeland south of the Great Glacier, Narfell is renowned as the home of the best horsemen in Faerûn.

The Nelanther Isles: Plagued by pirates and brigands, the Nelanther Isles lie west of Tethyr's Velen peninsula.

The North: This region includes the humans who live in the upper vales of the Delimbiyr and Dessarin rivers, from Daggerford to Llorkh and from Red Larch to Mirabar. The folk of Neverwinter, Luskan, and Baldur's Gate are described by the Sword Coast region, Silverymoon describes the people of the Silver Marches, and Waterdeep includes the lower Dessarin Vale.

Nimbral: This mysterious land of Halruaan expatriates is cloaked in a veil of illusion. The Land of the Flying Hunt is best known for its glass-armored, pegasus-mounted warriors.

Rashemen: A wild and beautiful land of the distant east, Rashemen is home to fierce berserkers and mysterious masked spellcasters known as the Witches of Rashemen (referred to as the wychlaran by the Rashemis themselves).

The Ride: North of the Moonsea and south of the Tortured Land lies the broad green swale known as the Ride, which is home to numerous roaming barbarian tribes.

Samarach: In the Sanrach basin on the southern shore of the Chultan peninsula lies the xenophobic nation of Samarach, a vassal state of Nimbral.

Sembia: Perhaps the wealthiest and most powerful kingdom west of the Inner Sea, Sembia is a sophisticated land of duelists, merchants, and thieves.

The Shaar: This vast savanna stretches for more than 1,000 miles across southern Faerûn. The Shaar is home to numerous nomadic tribes, though it also supports a handful of more permanent settlements.

Shadovar: The folk of the City of Shade are known as Shadovars. Their flying city is currently grounded on the shores of the Shadow Sea in the heart of Anauroch.

Shou Expatriate: Many strange kingdoms and empires lie far to the east of Faerûn, at the end of the Golden Way. From these distant lands, a small number of merchants, settlers, and diplomats have come to Faerûn in search of new opportunities in the West. *Knowledge (Thesk local)*.

Silverymoon: Often called the Gem of the North, Silverymoon is a city of magic and learning on the Rauvin River in the far North. It is the leading city of the Silver Marches, a league of human cities and dwarf citadels.

The Sword Coast: Stretching from Luskan in the north to Baldur's Gate in the south, the Sword Coast is a region of isolated city-states, fiercely competitive in commerce and prone to open brigandage.

Tashalar: Located on the northern shores of the Chultan peninsula, Tashalar is a sun-soaked land of olive groves, vineyards, and powerful merchant houses. It is threatened by the insidious yuan-ti of the nearby jungles.

Tethyr: This large kingdom of noble knights and great lords was recently reunited under the rule of a king and queen after a terrible civil war.

Tharsult: The island nation of Tharsult serves as a center for shipborne trade across the Shining Sea.

Thay: A forbidding and mysterious realm of the Unapproachable East, Thay is the homeland of the widely feared Red Wizards.

Thesk: A loose confederation of mercantile city-states strung out along the Golden Way, Thesk is plagued by the Shadowmasters of Telflamm, a powerful thieves' guild.

Thindol: On the southern coast of the Chultan peninsula lies this merchant nation populated by fleet-of-foot Tashalans and Chultans.

Turmish: A prosperous land on the northern shores of the Vilhon Reach, Turmish is dominated by the Turami.

Underdark (Old Shanatar): Generations of humans from Calimshan and the Lake of Steam have been enslaved by the beholders of Zokir and the drow of Guallidurth. Many escaped into the Underdark wilds, led by Ibrandul the Skulking God. However, they continue to make their homes in the lightless lands that have become their home.

Unther: One of the three Old Empires of southeast Faerûn, Unther was ruled for centuries by the evil god-king Gilgeam, who perished in the Time of Troubles. Now Unther is disintegrating from the twin pressures of a Mulhorandi invasion and the squabbles of its own nobles and priests.

Uthgardt Tribesfolk: The Uthgardt barbarians roam the forests and hills of the North. *Knowledge (North local)*.

Vaasa: A cold, hard land formerly ruled by the terrible Witch-King, Vaasa is no longer a bastion of evil—but neither is it a place for those who aren't ready to defend themselves with sword and spell.

The Vast: Home to small, independent city-states such as Tantras and Raven's Bluff, the Vast is renowned as a land where adventurers can make names for themselves.

The Vilhon Reach: Dominated by the old and decrepit realm of Chondath, the Vilhon Reach is a land of contradictions. A constant conflict simmers between sophisticated merchant-lords and a powerful druid circle that is determined to limit human expansion.

Waterdeep: Known as the greatest city of the Sword Coast, Waterdeep is a cosmopolitan metropolis of bustling commerce, skulking rogues, and mighty wizards. It sits above the dreadful maze known as the Undermountain, which has long been a destination of interest for adventurers.

The Western Heartlands: Stretching from the Dragon Coast to the lower reaches of the Chionthar Vale, the Western Heartlands is home to scattered settlements and homesteads as well as caravan cities such as Iriaebor and Scornubel.

The Wizards' Reach: Along the southern coast of the Aglarondan peninsula lie the cities of the Wizards' Reach, a group of independent city-states long coveted (and contested) by Chessenta, Unther, and Thay.

DWARF REGIONS

Most of Faerûn's dwarves hail from one of the following areas.

Chult: The wild dwarves reside in the Jungles of Chult, as well as in the nearby Mhair Jungle.

The Galena Mountains: Flanked by Impiltur, Damara, and the Vast, the Galena Mountains (and the nearby Earthspur Mountains) are home to numerous shield dwarf delvings. *Knowledge (Damara local)*.

The Great Glacier: The fabled Inugaakalikurit, or arctic dwarves, dwell in the icebound mountain ranges of the Great Glacier.

The Great Rift: Mightiest of all dwarf realms, the Great Rift is the ancestral homeland of the gold dwarves. *Knowledge (Shaar local)*.

Oldonnar: The fabled kingdom of Oldonnar, home of the rare urdunnir (or orecutter) dwarves, lies beneath the Alamir Mountains. *Knowledge (Underdark [Old Shanatar] local)*.

The Smoking Mountains: The gold dwarves of the Great Rift have established strongholds, foundries, and smelters near the

TABLE 1–3: DWARF REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Chult	Wild dwarf	Chultan, Dwarven	Draconic, Goblin, Ignan, Shaaran, Tashalan	Thard Harr	Disentangler^{RAC}, Jungle Stamina^{RAC}, Survivor	(A) Hand axe* or shortspear*, or (B) 3 doses black adder venom
The Galena Mountains	Shield dwarf	Damaran, Dwarven	Chondathan, Giant, Goblin, Orc, Undercommon	Dwarven pantheon	Dauntless, Foe Hunter (goblin), Stoneshaper^{RAC}, Thunder Twin, Tireless	(A) Heavy pick* or dwarven urgrosh*, or (B) Chain mail*
The Great Glacier	Arctic dwarf, shield dwarf	Dwarven, Uluik	Aquan, Auran, Damaran, Draconic, Giant	Talos, Ulutiu	Axethrower, Oral History^{RAC}, Survivor	(A) Light pick* or shortspear*, or (B) Riding dog and hide armor*
The Great Rift	Gold dwarf	Dwarven	Giant, Gnome, Goblin, Shaaran, Terran, Untheric	Moradin, dwarven pantheon	Bullheaded, Metallurgy^{RAC}, Silver Palm, Sky Rider^{RAC}, Thunder Twin	(A) Scroll of *bull's strength* and 5 thunderstones, or (B) Heavy mace* or dwarven waraxe*
Oldonnar	Urdunnir	Dwarven	Draconic, Giant, Terran, Undercommon	Dumathoin	Magic in the Blood, Stoneshaper^{RAC}, Strong Soul	(A) Heavy pick* or heavy mace*, or (B) Chainmail*
The Smoking Mountains	Gold dwarf	Dwarven	Chessentan, Goblin, Mulhorandi, Undercommon, Untheric	Dwarven pantheon	Dauntless, Forgeheart, Oral History^{RAC}, Thunder Twin	(A) Chain shirt*, or (B) *Wand of cure light wounds* (CL 1st, 20 charges)
The Spine of the World	Arctic dwarf, shield dwarf, urdunnir	Dwarven	Chondathan, Draconic, Giant, Goblin, Illuskan, Orc	Dwarven pantheon	Bullheaded, Foe Hunter (orc), Oral History^{RAC}, Thunder Twin	(A) Warhammer* or dwarven waraxe*, or (B) Breastplate and 2 potions of *cure light wounds*
The Sword Coast	Shield dwarf	Dwarven, Illuskan	Chondathan, Elven, Giant, Gnome, Orc	Dumathoin, Marthammor Duin, Moradin	Forgeheart, Mercantile Background, Metallurgy^{RAC}, Thunder Twin, Tireless	(A) Hand axe* or greataxe*, or (B) Five 50-gp gold bars
Turmish	Gold dwarf, shield dwarf	Dwarven, Turmic	Chondathan, Elven, Giant, Gnome, Halfling	Dwarven pantheon	Dauntless, Silver Palm, Stoneshaper^{RAC}, Thunder Twin	(A) Splint mail and heavy steel shield*, or (B) Five 50-gp gold bars
Underdark (Darklands)	Gray dwarf	Dwarven, Undercommon	Aquan, Chondathan, Draconic, Giant, Goblin	Deep Duerra	Arachnid Rider^{RAC}, Iron Mind^{RAC}, Magic in the Blood, Mercantile Background	(A) Warhammer* or short sword*, or (B) Splint mail*

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Underdark (Northdark)	Gray dwarf	Dwarven, Undercommon	Draconic, Giant, Goblin, Orc, Terran	Laduguer	Bullheaded, Daylight Adaptation, Resist Poison, Thug	(A) Chain shirt* and 10 bolts*, or (B) Handaxe* or battleaxe*
Underdark (Old Shanatar)	Shield dwarf	Dwarven, Undercommon	Aquan, Draconic, Elven, Gnome, Terran	Dumathoin	Azerblood^{RAC}, Batrider^{RAC}, Dauntless, Thunder Twin, Tireless	(A) Heavy mace* or dwarven urgrosh*, or (B) Chainmail*
Waterdeep	Shield dwarf	Dwarven	Alzhedo, Chondathan, Elven, Halfling, Illuskan, Orc	Dwarven pantheon	Cosmopolitan, Silver Palm, Thug, Thunder Twin	(A) Chain shirt* and 50 gp, or (B) Heavy mace* or battleaxe*

*Masterwork item

volcanic fires of the Smoking Mountains and the Black Ash Plain of Unther.

The Spine of the World: Home to some of the most famous shield dwarf kingdoms of the North, this region includes strongholds such as Citadel Adbar, Citadel Felbarr, and Mithral Hall. *Knowledge (Silver Marches local)*.

The Sword Coast: Many shield dwarf merchants, smiths, and weaponmakers live in human cities such as Mirabar and Neverwinter along the Sword Coast.

Turmish: The Aphrunn Mountains and Orsraun Mountains are home to many shield dwarves.

Underdark (Darklands): Dunspeirrin, a powerful duergar city below the Orsraun Mountains, is one of the oldest and strongest gray dwarf realms. A gray dwarf from any city revering Deep Duerra could choose this region, particularly if he is interested in the study of psionics.

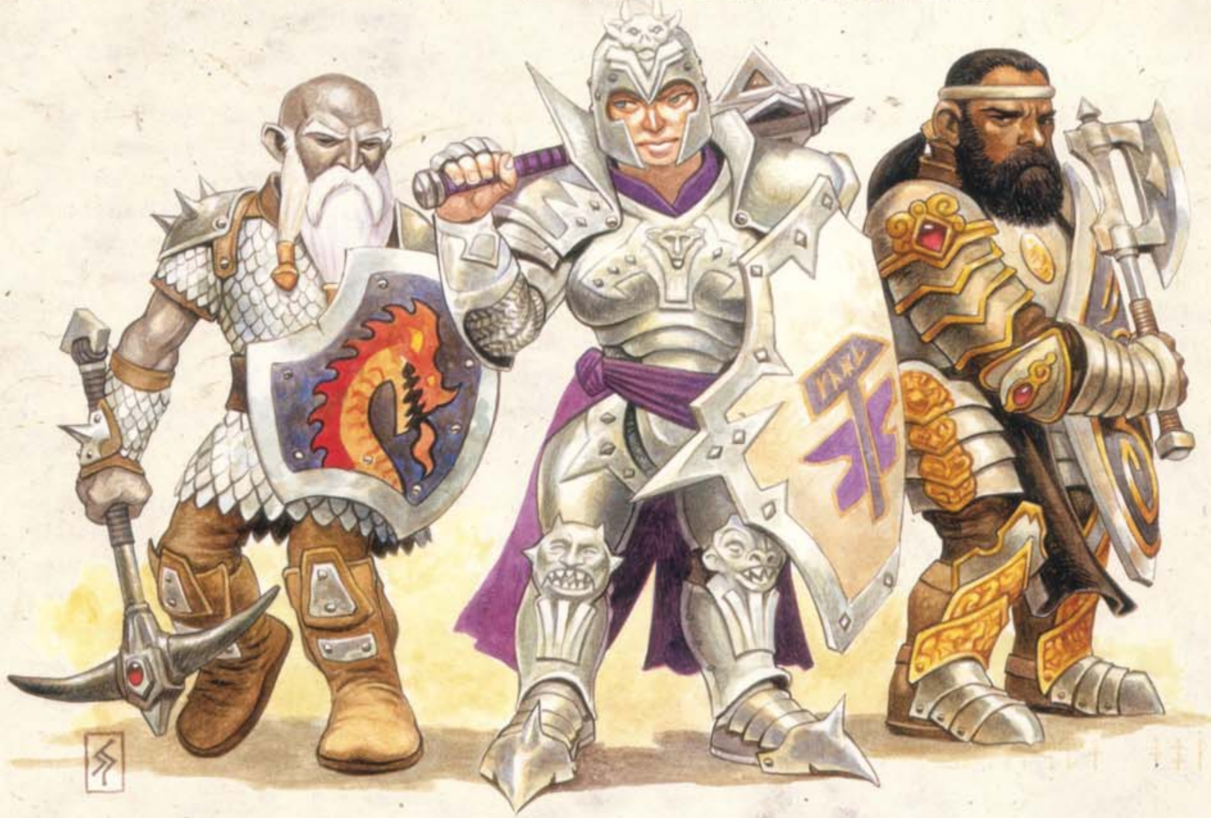
Underdark (Earthroot): Deep beneath the Earthspur Mountains lie the remnants of the shield dwarf kingdom called Earthfast.

Underdark (Northdark): Gracklstugh, the Deepkingdom of the duergar, lies below the Evermoors. Any gray dwarf native to a city where Laduguer is worshiped in preference to Deep Duerra could select this region.

Underdark (Old Shanatar): Ancient Shanatar, once the homeland of the shield dwarves, fell many centuries ago. But Iltkazar, the Mithral Kingdom, still remains.

Waterdeep: Several large and prosperous shield dwarf clans inhabit Waterdeep and its immediate environs, including the Forlorn Hills and the Sword Mountains.

Illustration by Steve Prescott



Gold dwarf *Shield dwarf* *Gray dwarf*

ELF REGIONS

Countless elves have retreated to the seclusion of Evermeet, but many others still remain in Faerûn.

The Chondalwood: Once home to the green elf realm of Nikerymath, the Chondalwood is now the home of several roving tribes of wild elves.

Cormanthor Drow: Drawn by the promise of ancient surface elf magic, the drow of House Jaelre and the Auzkovyn Clan have occupied old strongholds deep in the forest. *Knowledge (Dalelands local).*

Elven Court: Not all of Cormanthyr's surface elves have abandoned their ancient home. Many moon elves, wood elves, and wild elves still remain in places such as Semberholme, Tangled Trees, and the old Elven Court itself. *Knowledge (Dalelands local).*

Evereska: Laid waste by the onslaught of Anauroch's phaerimms, this realm of moon and sun elves is slowly recovering from the furious battles of the last year. *Knowledge (Western Heartlands local).*

Evermeet: Far over the western ocean lies the fabulous isle of Evermeet, final refuge and stronghold of the gold, silver, and green elves.

The Forest of Lethyr: Tribes of wood elves hide deep in the forests of the Unapproachable East. *Knowledge (Great Dale local).*

The High Forest: Once divided among the ancient elf kingdoms of Eaerlann, Siluvanede, and Sharrven, the High Forest is now home to the most numerous and vigorous populations of moon and wood elves remaining in northern Faerûn.

The Inner Sea: Dozens of aquatic elf settlements, including the great city of Myth Nantar, lie scattered through the waters of the western and central Sea of Fallen Stars.

Menzoberranyr: The city of Menzoberranzan, located miles below the upper Surbrin Vale, is perhaps the most notorious of Faerûn's drow realms. A drow from any Lolth-dominated city could choose this region. *Knowledge (Underdark [Northdark] local).*

The Outer Sea: West of Faerûn lies the Trackless Sea, and south of Faerûn lies the Great Sea. Both are home to many aquatic elves.

Sildëyuir: The extraplanar realm of Sildëyuir, located in the depths of the Yuirwood, is home to the reclusive star elves. *Knowledge (Aglarond local).*

Silverymoon: Also known as the Gem of the North, the city of Silverymoon is a beacon of hope, safety, and learning amid the wilds of the North. It is home to a large number of moon elves. *Knowledge (Silver Marches local).*

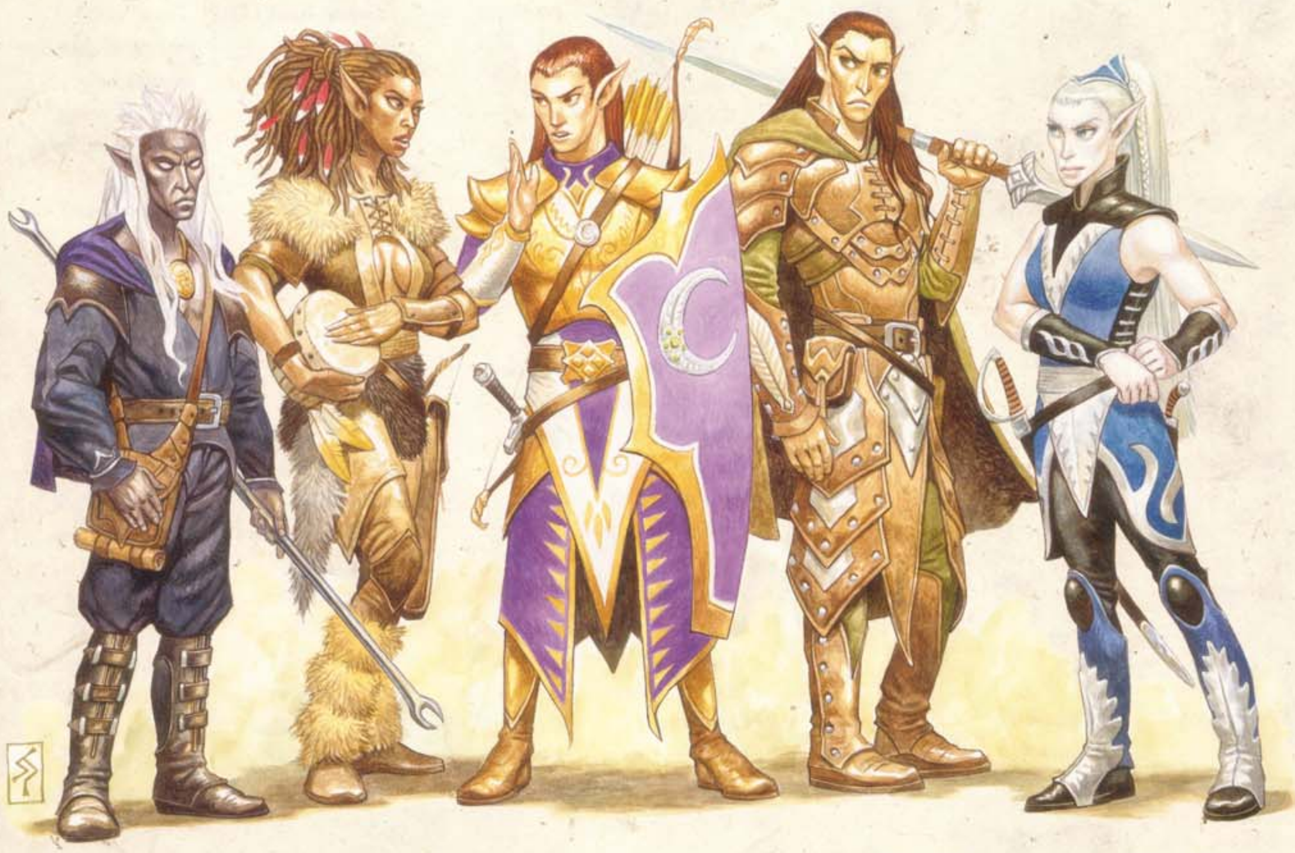
Snow Eagle Aerie: The hidden refuge of the avariels lies beyond the frozen peaks of the Icerim Mountains in northeast Faerûn. *Knowledge (Sossal local).*

Waterdeep: Many moon elves reside in the forests and hills of the lower Delimibiyr and Dessarin Vales. They frequent the bustling human city of Waterdeep.

The Wealdath: Home to wild elves and wood elves, the Wealdath makes up a large part of the human country of Tethyr.

The Yuirwood: Though many of the Yuirwood's elves are star elves who shelter in Sildëyuir, the Yuirwood itself is home to a number of wild elves. *Knowledge (Aglarond local).*

Illustration by Steve Prescott



Drow *Wild elf* *Sun elf* *Wood elf* *Moon elf*

Table 1–4: Elf Regions

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The Chondalwood	Wild elf	Elven	Chessentan, Chondathan, Gnoll, Halfling, Shaaran, Sylvan, Untheric	Rillifane Rallathil	Forester, Survivor, Treetopper	(A) Hide armor* and *exilir of sneaking*, or (B) Shortspear*
Cormanthor Drow	Drow	Elven	Abyssal, Chondathan, Draconic, Drow Sign, Orc, Sylvan, Undercommon	Eilistraee, Vhaeraun	Blooded, Daylight Adaptation, Swift and Silent	(A) Rapier* or light crossbow*, or (B) Hand crossbow and 3 doses of drow knockout poison
Elven Court	Moon elf, wild elf, wood elf	Chondathan, Elven	Damaran, Giant, Gnome, Orc, Sylvan	Elven pantheon	Fearless, Luck of Heroes, Strong Soul, Woodwise^{UNA}	(A) Chain shirt*, or (B) Scroll of *barkskin* and *tree shape*
Evereska	Moon elf, sun elf	Chondathan, Elven	Auran, Draconic, Goblin, Giant, Illuskan, Orc	Elven pantheon	Discipline, Gift of Tongues^{RAC}, Magical Training	(A) Chain mail* and 20 arrows*, or (B) *Wand of color spray* (CL 1st, 20 charges)
Evermeet	Moon elf, sun elf, wood elf	Elven	Aquan, Auran, Celestial, Chondathan, Illuskan, Sylvan	Elven pantheon	Education, Magical Training, Otherworldly, Spellwise	(A) Scroll of *knock* and *invisibility*, or (B) Longsword* or longbow*
The Forest of Lethyr	Wood elf	Damaran, Elven	Giant, Gnoll, Gnome, Orc, Rashemi	Elven pantheon	Fleet of Foot, Forester, Luck of Heroes	(A) Studded leather armor* and 3 potions of *cure light wounds*, or (B) Hide armor* and scroll of *heat metal*
The High Forest	Wood elf	Elven	Gnoll, Goblin, Halfling, Illuskan, Sylvan	Elven pantheon	Fleet of Foot, Forester, Treetopper	(A) Longsword* or longbow*, or (B) Composite longbow (Str +2)
The Inner Sea	Aquatic elf	Elven, Serusan	Aquan, Chondathan, Draconic, Giant, Sylvan	Deep Sashelas	Blooded, Landwalker^{RAC}	(A) Trident* or longspear*, or (B) Aquatic longbow^{RAC*}
Menzoberranyr	Drow	Elven, Undercommon	Abyssal, Draconic Drow Sign, Goblin, Illuskan	Lolth	Arachnid Rider^{RAC}, Blooded, Magic in the Blood, Twin Sword Style	(A) Hand crossbow and 20 bolts*, or (B) Scroll of two 2nd-level spells
Sildëyuir	Star elf^{UNA}	Aglarondan, Elven	Abyssal, Auran, Infernal, Mulhorandi, Rashemi, Sylvan	Corellon Larethian	Artist, Forester, Otherworldly, Woodwise^{UNA}	(A) Longsword* or rapier*, or (B) Chain shirt* and masterwork lute
Silverymoon	Moon elf, sun elf	Elven, Illuskan	Chondathan, Dwarven, Giant, Orc, Sylvan	Elven pantheon	Education, Mind over Body, Strong Soul	(A) Longsword* or rapier*, or (B) Breastplate and 20 arrows*

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Snow Eagle Aerie	Avariel^{RAC}	Auran, Elven	Damaran, Draconic, Giant, Rashemi, Sylvan, Tuigan	Aerdrie Faenya	Artist, Education, Fearless, Mind over Body	(A) Rapier* or longsword*, or (B) *Wand of cure light wounds* (CL 1st, 20 charges)
Waterdeep	Moon elf	Chondathan, Elven	Alzhedo, Dwarven, Halfling, Illuskan, Orc	Elven pantheon	Cosmopolitan, Smooth Talk, Twin Sword Style	(A) Rapier* or dagger*, or (B) *Wand of magic missile* (CL 1st, 20 charges)
The Wealdath	Wood elf, wild elf	Chondathan, Elven	Alzhedo, Draconic, Giant, Goblin, Shaaran	Elven pantheon	Fleet of Foot, Swift and Silent, Woodwise^{UNA}	(A) Longbow*, or (B) Chain shirt* and *potion of cure light wounds*
The Yuirwood	Star elf^{UNA}, wood elf	Aglarondan, Elven	Chessentan, Damaran, Draconic, Mulhorandi, Sylvan, Untheric	Elven pantheon	Discipline, Luck of Heroes, Treetopper	(A) Studded leather armor* and 20 arrows*, or (B) Scroll of *barkskin* and *tree shape*

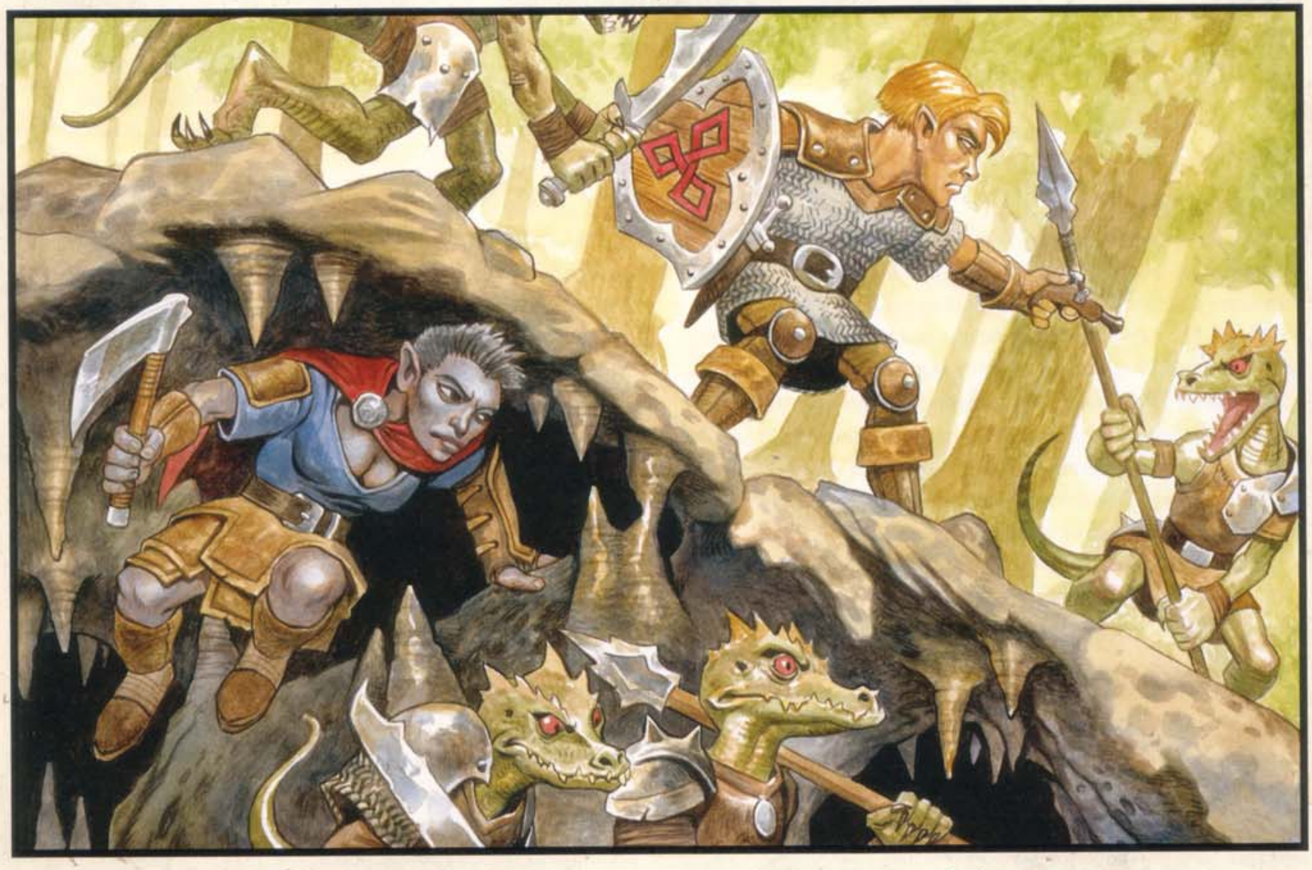
*Masterwork item.

GNOME REGIONS

Sometimes referred to as the Forgotten Folk, gnomes are found in many places across Faerûn, though their population is significant in only a handful of spots.

The Great Dale: Forest gnomes and rock gnomes are common in the Unapproachable East.

Illustration by Steve Prescott



Deep gnome

Rock gnome

TABLE 1–5: GNOME REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The Great Dale	Forest gnome, rock gnome	Damaran, Gnome	Draconic, Elven, Gnoll, Goblin, Orc, Sylvan	Baervan Wildwanderer	Animal Friends$^{\text{RAC}}$, Forester, Magic in the Blood	(A) Light mace* or shortspear*, or (B) *Wand of cure light wounds* (CL 1st, 20 charges)
Lantan	Rock gnome	Gnome, Lantanese	Alzhedo, Chondathan, Draconic, Dwarven, Ignan, Illuskan	Gond	Education, Fearless, Mercantile Background	(A) Pistol, powder horn, and 10 bullets*, or (B) Heavy crossbow*
Thesk	Rock gnome	Aglarondan, Gnome	Damaran, Draconic, Elven, Goblin, Orc, Sylvan	Gnome pantheon	Artist, Magic in the Blood, Smooth Talk	(A) Light mace* or longsword*, or (B) Studded leather armor*, 5 thunderstones, and 2 *potions of cure light wounds*
Underdark (Northdark)	Deep gnome	Gnome, Undercommon	Draconic, Dwarven, Elven, Illuskan, Terran	Callarduran Smoothhands	Magic in the Blood, Mercantile Background, Strong Soul	(A) Dagger*, light pick*, or heavy pick*, or (B) Chain shirt* and 10 bolts*
The Western Heartlands	Rock gnome	Gnome, Chondathan	Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran	Gnome pantheon	Artist, Discipline, Strong Soul	(A) Pistol, powder horn, and 10 bullets*, or (B) Scroll of *invisibility* and *mirror image*

*Masterwork item.

Lantan: Home to the largest population of gnomes in Faerûn, Lantan is an island nation of wondrous invention and bustling commerce that lies north of the Chultan peninsula.

Thesk: The city-state of Milvarune and the surrounding Dragonjaw Mountains are home to many large clans of rock gnomes.

Underdark (Northdark): A svirfneblin city now in ruins, Blingdenstone lies beneath the lower Rauvin Vale in the North. Smaller deep gnome settlements are scattered throughout the northern Underdark. A deep gnome from any city similar to what Blingdenstone was before its ruin could choose this region.

The Western Heartlands: Scattered gnome villages and settlements exist throughout the vales of the River Chionthar and the Winding Water.

HALF-ELF REGIONS

A half-elf raised by one parent or the other could reasonably call any elf or human region home. However, the following regions are known for their half-elf populations.

Aglarond: The Yuirwood is home to the largest population of half-star elves and half-wild elves in Faerûn.

The Dalelands: While half-elves are common in many of the Dales, the land of Deepingdale is home to more half-moon elves and half-wood elves than any other place for hundreds of miles around.

Dambrath: A human nation conquered by drow centuries ago, Dambrath is now home to a large number of half-drow.

The Dragon Coast: Small numbers of half-aquatic elves can be found in almost any of the lands around the Sea of Fallen Stars, but more of them dwell off the shorelands of Cormyr, the Dragon Coast, and Sembia than elsewhere.

The High Forest: The High Forest and the city of Loudwater are home to many half-moon elves and half-wood elves descended from citizens of the ancient elf kingdoms of Eaerlann, Siluvanede, and Sharrven. A handful of half-drow dwell in the High Forest in the ruined city of Karse.

Silverymoon: Heir to the long-lost elf kingdoms of the North, Silverymoon is home to many who have both moon elf and human blood. *Knowledge (Silver Marches local)*.

Waterdeep: Elves and humans have lived side by side on the Sword Coast for many centuries, so half-moon elves are fairly common in the City of Splendors.

HALFLING REGIONS

Halflings roam throughout Faerûn, settling in various human-dominated lands for short periods before moving on. True halfling homelands include the following regions.

Amn: The halfling realm of Mieritin once stood on the eastern shore of Lake Esmel. Many lightfoot halflings still inhabit this region.

Calimshan: Lightfoot halflings were brought to Calimshan millennia ago as slaves of the djinn, and many still inhabit this region.

Channath Vale: Between the western Shaar and the mysterious land of Halruaa lies the valley of the River Channath and the Forest of Amtar. Ghostwise and strongheart halflings are common in the small villages of this region. *Knowledge* (*Shaar local*).

The Chondalwood: Homeland of the ghostwise halflings for more than a thousand years, the Chondalwood is a large, warm woodland south of Chondath and Chessenta.

Luiren: The southerly nation of Luiren is the home of the strongheart halflings and the origin of all of Faerûn's hin.

The North: Lightfoot halflings settlements dot the banks of the lower Delimbiyr Vale, though they are most concentrated around the village of Secomber.

The Western Heartlands: Halfling settlers can be found throughout the Western Heartlands, primarily in the vale west of the Far Hills.

ORC AND HALF-ORC REGIONS

Like half-elves, half-orcs can be found in small numbers almost anywhere. Half-orcs don't have any realms they can truly call their own, but large and stable populations of this fierce folk can be found throughout central and northern Faerûn.

Amn: Amn has long been plagued by humanoid raiders who lair in the mountain ranges surrounding the country.

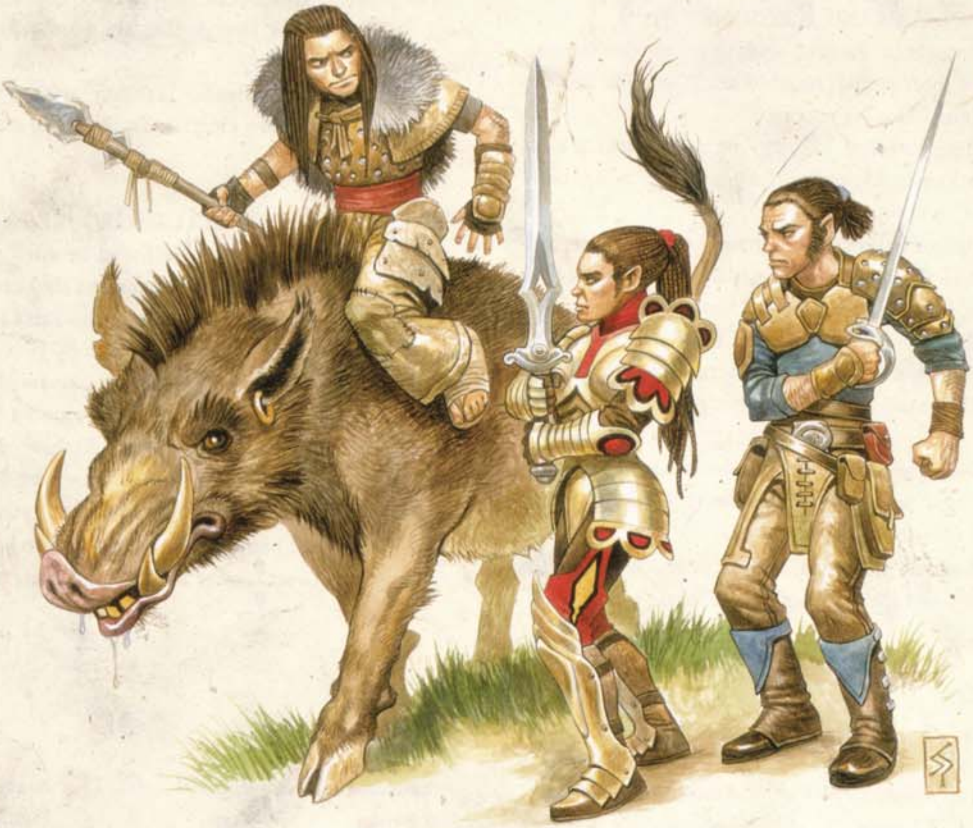
Chessenta: The cities of Airspur and Reth, as well as the nearby mountains, are home to many orc tribes that have warred and traded with the humans of Chessenta for centuries.

The Hordelands: The gray orcs of the east can be found in roving bands from the Great Glacier to the borderlands of Murghôm.

TABLE 1—6: HALF-ELF REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Aglarond	Half-moon elf	Aglarondan, Elven	Chessentan, Damaran, Draconic, Mulhorandi, Orc, Sylvan, Untheric	Mielikki, Rillifane Rallathil, Silvanus	Forester, Luck of Heroes, Militia, Treetopper	(A) Longbow* or longsword*, or (B) Hide armor* and large darkwood shield*
The Dalelands	Half-moon elf, half-drow	Chondathan, Elven	Dwarven, Giant, Goblin, Sylvan, Undercommon	Eilistraee, Mielikki, Silvanus, Sune	Artist, Fleet of Foot, Strong Soul	(A) Longbow* or spear*, or (B) Composite longbow (Str +2)
Dambrath	Half-drow	Dambrathan, Elven	Draconic, Gnoll, Halfling, Halruaan, Shaaran, Undercommon	Lolth, Loviatar	Drow Eyes^{RAC}, Knifefighter, Strong Soul	(A) Chain shirt* and 1 dose of drow poison, or (B) Spiked chain* or scourge*
The Dragon Coast	Half-aquatic elf	Elven, Serusan	Aquan, Chondathan, Giant, Goblin, Turmic	Deep Sashelas	Foe Hunter (dragons), Knifefighter	(A) Trident* or shortspear*, or (B) Five 50-gp pearls
Silverymoon	Half-moon elf	Elven, Illuskan	Chondathan, Dwarven, Giant, Orc, Sylvan	Elven pantheon, Mystra, Oghma, Selûne, Sune	Education, Mind over Body, Strong Soul	(A) Longsword* or rapier*, or (B) Breastplate and 20 arrows*
Waterdeep	Half-moon elf	Chondathan, Elven	Alzhedo, Dwarven, Halfling, Illuskan, Orc	Angarradh, Sehanine Moonbow, Selûne, Sune	Cosmopolitan, Smooth Talk, Twin Sword Style	(A) Rapier* or dagger*, or B) Chain shirt* and 50 gp

*Masterwork item.



Ghostwise halfling *Lightfoot halfling* *Strongheart halfling*

Illustration by Steve Prescott

TABLE 1–7: HALFLING REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Channath Vale	Ghostwise halfling, strongheart halfling	Halfling, Shaaran	Dambrathan, Dwarven, Elven, Gnoll, Halruaan	Halfling pantheon	Fearless, Knifefighter, Luck of Heroes, Strong Soul	(A) Studded leather armor* and 1 dose of black adder venom, or (B) Sling* and 10 silver bullets
The Chondalwood	Ghostwise halfling	Chondathan, Halfling	Chessentan, Elven, Gnoll, Shaaran, Sylvan	Sheela Peryroyl, Urogalan	Blooded, Forester, Swift and Silent, Treetopper	(A) Shortbow*, longbow*, or shortspear*, or (B) 3 doses of blue whinnis poison
Luiren	Lightfoot halfling	Halfling	Dambrathan, Durpari, Dwarven, Elven, Gnoll, Halruaan, Shaaran	Yondalla	Discipline, Militia, Nobody's Fool$^{\text{RAC}}$, Strong Soul	(A) Short sword* or longsword*, or (B) Large darkwood shield and 3 tanglefoot bags
The Western Heartlands	Lightfoot halfling, strongheart halfling	Chondathan, Halfling	Alzhedo, Dwarven, Gnome, Goblin, Illuskan	Halfling pantheon	Fearless, Luck of Heroes, Nobody's Fool$^{\text{RAC}}$	(A) Light crossbow* or shortbow*, or (B) Chain shirt*

*Masterwork item.

TABLE 1–8: ORC AND HALF-ORC REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Amn	Half-orc	Orc, Chondathan	Alzhedo, Draconic, Giant, Gnoll, Halfling	Bane, Cyric, Tempus, Tyr, Waukeen	Dauntless, Surefooted, Thug	(A) Battleaxe* or orc double axe*, or (B) Chain shirt and heavy steel shield*
Chessenta	Half-orc, mountain orc	Orc, Chessentan	Chondathan, Draconic, Giant, Turmic	Hoar, Tiamat, Tempus, Tyr	Daylight Adaptation, Dauntless, Furious Charge	(A) Bastard sword* or falchion*, or (B) Breastplate*
The Hordelands	Half-orc, gray orc	Orc, Rashemi	Damaran, Gnoll, Mulhorandi, Tuigan	Orc pantheon	Daylight Adaptation, Fearless, Tireless	(A) Spear* or greataxe*, or (B) Studded leather armor* and *potion of bull's strength*
The Moonsea	Half-orc, mountain orc, orog	Orc, Damaran	Chondathan, Draconic, Dwarven, Giant	Orc pantheon, Bane, Cyric, Talona, Talos	Axethrower, Resist Poison, Surefooted	(A) Greataxe* or orc double axe*, or (B) Chain shirt and heavy steel shield*
The North	Half-orc, mountain orc, orog, tanarukk	Orc, Illuskan	Draconic, Dwarven, Goblin, Giant	Orc pantheon, Bane, Malar, Tempus	Daylight Adaptation, Resist Poison, Swift and Silent	(A) Banded mail* with armor spikes, or (B) Dire flail*, greataxe*, or orc double axe*
Thesk	Half-orc, gray orc, mountain orc	Orc, Damaran	Giant, Gnoll, Gnome, Mulhorandi, Rashemi	Bane, Shaundakul, Waukeen	Daylight Adaptation, Knifefighter, Thug	(A) Spear* or greataxe*, or (B) Chain mail* with armor spikes
Underdark (Northdark)	Mountain orc, orog, tanarukk	Orc	Abyssal, Giant, Goblin, Illuskan, Undercommon	Orc pantheon	Axethrower, Blooded, Thug	(A) Greatsword* or spear*, or B) Banded mail* with armor spikes
Vaasa	Half-orc, mountain orc	Orc, Damaran	Dwarven, Giant, Goblin, Uluik, Undercommon	Orc pantheon, Bane	Blooded, Dauntless, Surefooted	A) Spear* or orc double axe*, or (B) Chain shirt and eavy steel shield*

*Masterwork item,

The Moonsea: The Great Gray Land of Thar, north of the Moonsea, is well known for its population of fierce mountain orc tribes.

The North: King Obould's Dark Arrow Keep is only one of many orc strongholds located in the foothills and high valleys of the Spine of the World.

Thesk: Twelve years ago, a Zhentish legion of mountain orc warriors disbanded in Thesk after helping to defend the land from the horde of Yamun Kahan.

Underdark (Northdark): Beneath the upper Delimbiyr Vale lie the ruins of the ancient shield dwarf kingdom of Ammarindar. Now occupied by the infernal legions of Kaanyr Vhok, the Sceptered One, Ammarindar is home to many tanarruks.

Vaasa: Once the soldiers of the Witch King, the half-orcs of Vaasa are a strong and sturdy folk who manage to carve out a living from this forbidding land.

PLANETOUCHED REGIONS

Small numbers of aasimars, tieflings, and genasi can be found throughout Faerûn, but the planetouched are especially common in only a handful of lands.

Calimshan: The bloodlines of the djinn and efreet run strong in the deserts of Calimshan.

Chessenta: Long contested between Chessenta and Unther, the lonely coasts of Threskel are home to many water genasi.

Impiltur: Nar demonbinders brought many demons to the Easting Reach, and the tiefling progeny of those visitors can now be found in the hinterlands of Impiltur.

Mulhorand: Ruled by incarnations of their deities for thousands of years, many of the folk of Mulhorand have a trace of the divine in their heritage.

The Silver Marches: Demons ruled Hellgate Keep for centuries, and their tiefling descendants can now be found across the Silver Marches and upper Delimbiyr Vale.

Thay: For centuries, the powerful wizards of Thay have bred their slaves with outsiders of various types in an effort to create the perfect servitors.

Unther: Like the folk of Mulhorand, the people of Unther were ruled by incarnate gods who often took mortals as spouses.

The Western Heartlands: Since the opening of a *portal* to the Nine Hells in the Year of the Worm, increasing numbers of devil-spawned tieflings have been encountered in the vicinity of Dragonspear Castle.

Other Racial Regions

The following regions are provided for the more unusual character races, such as those introduced in *Races of Faerûn*, *Unapproachable East*, or *Underdark*.

Ashane: Many spirit folk dwell along the cold shores of Lake Ashane in the Unapproachable East. *Knowledge (Rashemen local)*.

Cormanthyr: Roaming tribes of centaurs call the Elven Woods home.

The Earthfast Mountains: Goblins, hobgoblins, and bugbears plague the Earthfast Mountains between the Vast and Damara. *Knowledge (Vast local)*.

The Far Hills: Hidden lairs of kir-lanans can be found throughout the Western Heartlands, but the Far Hills and Sunset Mountains are home to several rookeries. *Knowledge (Western Heartlands local)*.

The Forest of Lethyr: Centaurs and the volodni, or pinefolk, are found in most forests of the Unapproachable East. *Knowledge (Great Dale local)*.

The High Forest: Centaurs roam throughout the High Forest.

The Icerim Mountains: Bands of ferocious taer (see *Unapproachable East*) haunt the freezing slopes and mists of the Icerims of the East. *Knowledge (Rashemen local)*.

The Plateau of Thay: Many of Thay's gnolls come from the wild northwestern frontiers of that forbidding land. Centaurs once freely roamed the plateau of Thay, but now most of them serve the Red Wizards. *Knowledge (Thay local)*.

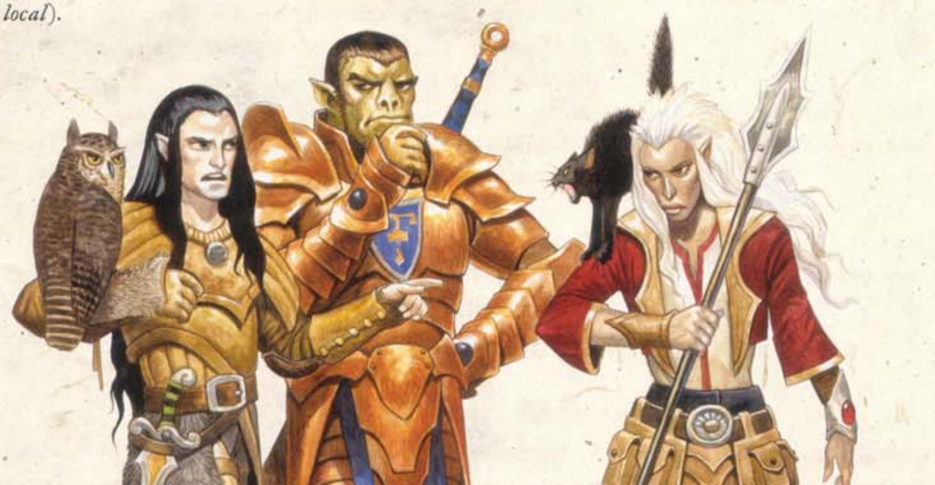
The Shaar: The noble wemics claim the Shaar as their hunting ground. *Knowledge (Shaar local)*.

Sphur Upra: Existing half on the Plane of Shadow and half on the Material Plane, Sphur Upra is the city of the gloamings (see *Underdark*). *Knowledge (Underdark [Earthroot] local)*.

The Stormhorns: Driven from their home in the Star Mounts by a dragon, many aarakocras founded new aeries in the Stormhorns of Cormyr. *Knowledge (Cormyr local)*.

Surkh: While the lizardfolk hunt in many marshlands, the city of Surkh on the shores of the Deepwash is home to a great number of civilized scaly warriors. *Knowledge (Vilhon Reach local)*.

Illustration by Steve Prescott



Moon half-elf *Half-orc* *Drow Half-elf*

TABLE 1–9: PLANETOUCHED REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Calimshan	Air genasi, fire genasi	Alzhedo	Auran, Chondathan, Goblin, Ignan, Shaaran, Tashalan	Ilmater, Shar, Sharess, Talos, Tyr	Bloodline of Fire, Mind over Body, Magic in the Blood	(A) Scimitar* or falchion*, or (B) *Wand of magic missile* (CL 1st, 20 charges)
Mulhorand	Aasimar, earth genasi, tiefling	Mulhorandi	Aglarondan, Celestial, Rashemi, Shaaran, Untheric	Mulhorandi pantheon	Discipline, Magic in the Blood, Theocrat^{RAC}	(A) Falchion* or khopesh*, or (B) Scroll of *lesser restoration* and *spiritual weapon*
Thay	Genasi (any), tiefling	Mulhorandi	Aglarondan, Damaran, Gnoll, Infernal, Rashemi	Bane, Cyric, Kossuth, Loviatar, Shar	Dreadful Wrath, Mind over Body, Tattoo Focus (B) Breastplate*	(A) Scroll of *invisibility* and *scorching ray*, or
Chessenta	Aasimar, water genasi	Chessentan	Aglarondan, Chondathan, Draconic, Mulhorandi, Turmic, Untheric	Anhur, Azuth, Hoar, Lathander, Red Knight, Tiamat	Arcane Schooling, Knifefighter, Street Smart	(A) Short sword* or spear*, or (B) Breastplate
Unther	Aasimar, fire genasi, tiefling	Untheric	Abyssal, Chessentan, Dwarven, Orc, Shaaran	Anhur, Bane, Mystra, Tempus, Tiamat	Magic in the Blood, Theocrat^{RAC}, Thug	(A) Scale mail* and 20 cold iron arrows, or (B) 3 doses black adder venom

*Masterwork item.

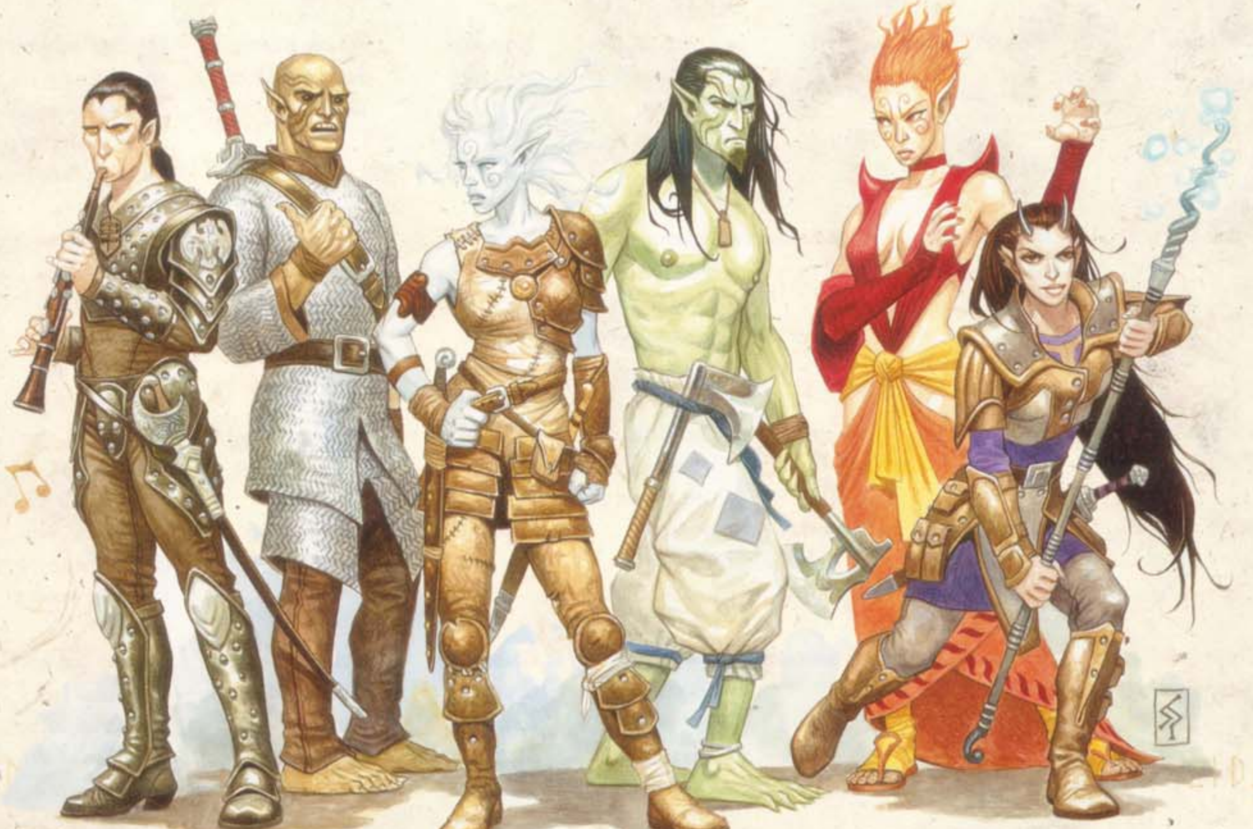


Illustration by Steve Prescott

Table 1–10: Regions for Other Races

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Ashane	Spirit folk[UNA]	Rashemi, Sylvan	Aquan, Auran, Giant, Goblin, Mulhorandi, Rashemi, Shou, Tuigan	Mielikki, Selûne, Silvanus	Magic in the Blood, Mind over Body, Otherworldly	(A) Spiked chain*, nunchaku*, or siangham*, or (B) *Wand of detect magic* or *wand of light* (CL 1st, 20 charges)
The Earthfast Mountains	Bugbear[RAC], goblin[RAC], hobgoblin[RAC]	Goblin	Damaran, Dwarven, Giant, Orc, Undercommon	Hruggek, Maglubiyet	Knifefighter, Resist Poison, Swift and Silent	(A) Studded leather armor* and 2 doses of greenblood oil, or (B) Short sword* or spear*
The Forest of Lethyr	Volodni[UNA]	Damaran, Sylvan	Draconic, Goblin, Mulhorandi, Orc, Rashemi, Treant	Silvanus	Forester, Long Reach[UNA], Woodwise[UNA]	(A) Longbow* or spear*, or (B) Hide armor* and scroll of *chill metal*
The Icerim Mountains	Taer[UNA]	Giant	Auran, Damaran, Dwarven, Rashemi, Tuigan	Auril, Loviatar	Battle Jump[UNA], Bullheaded, Survivor	(A) Greatclub*, or (B) Hide armor* and 6 applications of taer stench grease
The Plateau of Thay	Centaur[RAC], gnoll[UNA]	Gnoll	Abyssal, Draconic, Goblin, Infernal, Mulhorandi, Rashemi	Yeenoghu	Blooded, Long Reach[UNA], Thug	(A) Battleaxe* or shortspear*, or (B) Spiked scale mail*
The Shaar	Wemic[RAC]	Sylvan	Dwarven, Gnoll, Halfling, Shaaran, Untheric	Nobanion	Furious Charge, Swift and Silent, Tireless	(A) Club* or spear*, or (B) Large wooden shield* and 3 *potions of cure light wounds*
Sphur Upra	Gloaming[UND]	Undercommon	Aquan, Draconic, Dwarven, Elven, Sylvan, Terran	None	Fearless, Luck of Heroes, Smooth Talk	(A) Studded leather armor* and 20 arrows*, or (B) Scroll of *invisibility* and *knock*
The Stormhorns	Aarakocra[RAC]	Auran	Chondathan, Draconic, Elven, Orc, Sylvan	Aerdrie Faenya	Fearless, Furious Charge	(A) Javelin*, spear*, or longspear*, or (B) Flight lance[RAC] *
Surkh	Lizardfolk[UND]	Draconic	Aquan, Chondathan, Goblin, Illuskan, Orc	Semuanya	Axethrower, Dauntless, Tireless	(A) Javelin*, or (B) Hide armor* and large wooden shield*
Underdark (Deep Imaskar)	Deep Imaskari[UND]	Roushoum	Abyssal, Aquan, Celestial, Draconic, Terran, Undercommon	Chauntea, Grumbar, Kossuth, Mystra, Shar	Arcane Schooling, Otherworldly	(A) One 2nd-level spell scroll and 3 thunderstones, or (B) *Wand of detect magic* or *wand of light* (CL 1st, 20 charges)

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Underdark (Fluvenilstra)	Slyth$^{\text{UND}}$	Undercommon	Aquan, Dwarven, Elven, Gnome, Terran	Chauntea, Grumbar, Shar	Dauntless, Discipline, Survivor	(A) Hide armor* and large wooden shield*, or (B) Chain shirt* and *potion of cure light wounds*
Underdark (Reeshov)	Grimlock$^{\text{UND}}$	Terran, Undercommon	Abyssal, Elven, Kuo-Toan, Orc	Shar	Blooded, Surefooted, Thug	(A) Battleaxe*, or (B) Spiked scale mail*
Underdark (Sloopdilmonpolop)	Kuo-toa$^{\text{UND}}$	Kuo-toa, Undercommon	Aquan, Draconic, Dwarven, Elven	Blibdoolpoolp	Daylight Adaptation, Dreadful Wrath, Survivor	(A) Pincer staff$^{\text{UND}}$* or spear*, or (B) Scroll of *bear's endurance* and *resist energy*
Underdark (Yathchol)	Chitine$^{\text{UNA}}$	Undercommon	Drow Sign, Elven, Kuo-Toan, Orc	Lolth	Discipline, Knifefighter, Resist Poison	(A) Short sword* or javelin*, or (B) *Potion of lesser restoration*

*Masterwork item.

Underdark (Deep Imaskar): A hidden vault buried deep below the Endless Wastes, Deep Imaskar is the home of the Deep Imaskari, people whose very flesh has been steeped in the magic of the deepearth. *Knowledge (Underdark [Earthroot] local).*

Underdark (Fluvenilstra): Known as the Garden City of the Underdark, Fluvenilstra lies below the Shaar. This beautiful area is home to the mysterious race known as the slyths. *Knowledge (Underdark [Great Bhaerynden] local).*

Underdark (Reeshov): Deep below the Serpent Hills lies the grimlock city of Reeshov. *Knowledge (Underdark [Northdark] local).*

Underdark (Sloopdilmonpolop): Reputed to be the greatest kuo-toa city in the Underdark, Sloopdilmonpolop lies beneath Firedrake Bay, off the coast of Tethyr. *Knowledge (Underdark [Old Shanatar] local).*

Underdark (Yathchol): Beneath the Graypeak Mountains lies the chitine realm of Yathchol. *Knowledge (Underdark [Northdark] local).*

vital statistics

The tables in this section extend the information about generating starting and maximum age, height, and weight for player characters (presented in Chapter 6: Description in the *Player's Handbook*) to include all of the races detailed in this chapter.

Age: You can choose your character's starting age or determine it randomly by consulting Table 1–11: Random Starting Ages. Table 1–11 divides the character classes into categories: simple, moderate, and complex. The footnotes indicate which classes fall into each category. Table 1–12 gives the age ranges for each age category and the ability score adjustments applicable to each.

Height and Weight: You can choose your character's height and weight based on the ranges given on Table 1–13: Random Height and Weight and your character's ability scores, or you can randomly generate these figures using Table 1–13.

TABLE 1—11: RANDOM STARTING AGES

Race	Adulthood	Simple*	Moderate**	Complex†
Human	15 years	+1d4	+1d6	+2d6
Dwarf (any)	40 years	+3d6	+5d6	+7d6
Elf (any)	110 years	+4d6	+6d6	+10d6
Gnome, deep	20 years	+4d6	+6d6	+9d6
Gnome, rock	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6
Planetouched (any)	15 years	+1d6	+1d8	+2d8

*The simple classes are barbarian, rogue, and sorcerer.

**The moderate classes are bard, fighter, paladin, and ranger.

†The complex classes are cleric, druid, monk, and wizard.

TABLE 1—12: AGING EFFECTS

Race	Middle Age*	Old**	Venerable†	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf (any)	125 years	188 years	250 years	+2d% years
Elf, Sun	210 years	315 years	420 years	+6d% years
Elf, other	175 years	263 years	350 years	+4d% years
Gnome, deep	80 years	120 years	160 years	+2d% years
Gnome, rock	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Planetouched (any)	45 years	68 years	90 years	+3d20 years

*–1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

**–2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

†–3 to Str, Con, and Dex, +1 to Int, Wis, and Cha.

TABLE 1—13: RANDOM HEIGHT AND WEIGHT

	Base Height		Base Height	Base Weight		Base Weight
Race	**Male**	**Female**	**Modifier**	**Male**	**Female**	**Modifier**
Human, Calishite[1]	4′ 9″	4′ 4″	+2d10	115 lb.	80 lb.	× (2d4) lb.
Human, Chondathan[2]	5′ 0″	4′ 7″	+3d6	120 lb.	85 lb.	× (2d4) lb.
Human, Damaran[3]	4′ 10″	4′ 5″	+2d10	120 lb.	85 lb.	× (2d4) lb.
Human, Illuskan[4]	5′ 2″	4′ 9″	+2d8	140 lb.	105 lb.	× (2d4) lb.
Human, Mulan[5]	4′ 11″	4′ 6″	+2d10	120 lb.	85 lb.	× (2d4) lb.
Human, Rashemi[6]	4′ 10″	4′ 5″	+2d8	130 lb.	95 lb.	× (2d4) lb.
Human, Tethyrian[7]	4′ 10″	4′ 5″	+2d10	125 lb.	90 lb.	× (2d4) lb.
Dwarf, gold	3′ 9″	3′ 7″	+2d4	130 lb.	100 lb.	× (2d6) lb.
Dwarf, gray	3′ 9″	3′ 7″	+2d4	110 lb.	80 lb.	× (2d4) lb.
Dwarf, shield	4′ 2″	4′ 0″	+2d4	145 lb.	110 lb.	× (2d6) lb.
Elf, drow	4′ 5″	4′ 5″	+2d6	85 lb.	80 lb.	× (1d6) lb.
Elf, moon	4′ 10″	4′ 5″	+2d10	90 lb.	70 lb.	× (2d4) lb.
Elf, sun	4′ 10″	4′ 5″	+2d10	90 lb.	70 lb.	× (2d4) lb.
Elf, wild	4′ 10″	4′ 5″	+2d10	100 lb.	80 lb.	× (2d4) lb.
Elf, wood	4′ 10″	4′ 5″	+2d10	100 lb.	80 lb.	× (2d4) lb.
Gnome, deep	2′ 10″	2′ 8″	+2d4	40 lb.	35 lb.	× 1 lb.
Gnome, rock	3′ 0″	2′ 10″	+2d4	40 lb.	35 lb.	× 1 lb.
Half-elf, drow	4′ 7″	4′ 5″	+2d8	100 lb.	80 lb.	× (2d4) lb.
Half-elf, other	4′ 10″	4′ 5″	+2d10	110 lb.	80 lb.	× (2d4) lb.
Half-orc	4′ 10″	4′ 5″	+2d12	150 lb.	110 lb.	× (2d6) lb.
Halfling	2′ 8″	2′ 6″	+2d4	30 lb.	25 lb.	× 1 lb.
Planetouched, aasimar	4′ 10″	4′ 5″	+2d10	120 lb.	85 lb.	× (2d4) lb.
Planetouched, air genasi	4′ 10″	4′ 5″	+2d10	120 lb.	85 lb.	× (1d6) lb.
Planetouched, earth genasi	4′ 10″	4′ 5″	+2d10	120 lb.	85 lb.	× (2d6) lb.
Planetouched, fire genasi	4′ 10″	4′ 5″	+2d12	120 lb.	85 lb.	× (2d4) lb.
Planetouched, tiefling	4′ 10″	4′ 5″	+2d10	120 lb.	85 lb.	× (2d4) lb.
Planetouched, water genasi	4′ 10″	4′ 5″	+2d8	120 lb.	85 lb.	× (2d4) lb.

[1] Use the Calishite entry for Durparis and Zakharans.

[2] Use the Chondathan entry for Mazticans (Nexalans) and Turami.

[3] Use the Damaran entry for Halruaans, Lantannas, Netherese, Shaarans, Shou, Tashalans, Tuigans, and Vaasans.

[4] Use the Illuskan entry for Chultans.

[5] Use the Mulan entry for Sossrims.

[6] Use the Rashemi entry for Gurs, Nars, Raumvirans, and Ulutiuns.

[7] Use the Tethyrian entry for Ffolk.

Feats

Characters in a FORGOTTEN REALMS campaign have access to a number of unique feats that reflect the special talents, tricks, and lore of Faerûn's people. All the feats described below follow the format of feats in the *Player's Handbook.*

Regional Feats

A regional feat is a feat that represents a special, exclusive capability or talent found among the people of a particular place, ethnicity, or other specialized grouping. Regional feats are identified by the "Regional" designation following the name of the feat.

Each regional feat specifies one or more character race and region combinations as prerequisites. To select such a feat, your character must meet one such set of prerequisites. For example, to select a feat whose regional prerequisite is Dwarf (Spine of the World), your character must be a dwarf whose home region is the Spine of the World.

When you choose a home region during character creation, you can select one regional feat from the list available to characters of your homeland. Even if you can choose more than one feat at 1st level (a human or strongheart halfling gets two feats at 1st level), you can never have more than one regional feat.

Regional feats are not bonus feats; you must use normal feat slots to select them.

Arcane Preparation [General]

You can prepare an arcane spell ahead of time just as a wizard does. When you do so, you need not take any extra time to apply metamagic feats upon casting that spell.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know. (Usually, you do this in order to apply a metamagic feat to the spell.) Thereafter, you can cast that spell as a standard action even if you apply a metamagic feat to the spell as you cast it. Preparing a spell uses a slot of the appropriate level. Once the spell is prepared, you can't use that spell slot for anything else until you cast the prepared spell.

Normal: A sorcerer or bard who applies a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

Arcane Schooling [Regional]

In your homeland, all who show some skill at the Art may receive training as arcane spellcasters. Thus, many characters know something of the ways of the bard, the sorcerer, or the wizard.

Prerequisite: Deep Imaskari (Underdark [Deep Imaskar]), human (Chessenta, the Golden Water, Halruaa, Lantan, Mulhorand, Nimbral, Unther, or the Wizards' Reach), or planetouched (Chessenta).

Benefit: Choose one arcane spellcasting class (bard, sorcerer, or wizard). You can activate spell trigger magic items as if you had 1 level in the selected class. The selected class also becomes a favored class for you in addition to any other favored class you have or select. For example, a multiclass human fighter/rogue who selects wizard for this feat could add levels of wizard without taking any experience penalty for multiclassing in three classes.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Artist [Regional]

Your people are renowned for their skill at story and song.

Prerequisite: Elf (Sildëyuir or Snow Eagle Aerie), Gnome (Thesk or the Western Heartlands), half-elf (the Dalelands), or human (Chessenta, Waterdeep, or the Western Heartlands).

Benefit: You gain a +2 bonus on all Perform checks and on checks with one Craft skill that involves art, such as calligraphy, painting, sculpture, or weaving. In addition, if you have the bardic music ability, you may use it three additional times per day. For example, a 3rd-level bard with this feat could use her bardic music ability six times per day.

Normal: A bard can use her bardic music ability once per day per bard level.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Axethrower [Regional]

You have learned how to hurl heavy weapons to deadly effect.

Prerequisite: Dwarf (the Great Glacier), human (the Great Glacier, the Moonshae Isles, the North, or Vaasa), lizardfolk (Surkh), or orc (the Moonsea or Underdark [Northdark]).

Regional Feats and Previously Published Material

The region system described here updates and replaces the region system and regional feats described in the *FORGOTTEN REALMS Campaign Setting*. However, additional regions and regional feats have also appeared in *Races of Faerûn* and *Unapproachable East*. Any feat from either of those publications that includes a "Region" line should be considered a regional feat and is subject to the same selection restrictions as other feats with the "Regional" designation.

The region system in this book limits each character to one and only one regional feat that must be selected at 1st level. This rule replaces the one on page 28 of the *FORGOTTEN REALMS Campaign Setting* that allows a character to learn another regional feat for each 2 ranks in Knowledge (local) she has. The regional feats presented herein are designed with the intent that a character has access to only one. Allowing a character to choose more than one may unbalance the system.

If you examine the region tables that follow in this chapter, you'll find that all feats identified as regional feats in previous material appear on the tables in the appropriate regions. The region and feat assignments given in this book supersede those in all previous publications. For example, the Shadow Shield feat from *Races of Faerûn* gives the Tethyrian human and Western Heartlands regions as its prerequisites. In this book, it appears in the Western Heartlands region as a potential regional feat selection. There's no reason you can't choose Shadow Shield as one of your regional feats, provided that you meet the requirements spelled out in this book. However, not all the feat descriptions from other publications have been reprinted here, so you'll need to refer to *Races of Faerûn* for information on that feat.

Unless specifically replaced or addressed in this book, most feats from other previously published supplements are usable without alteration. The exceptions are as follows.

Berserker Lodge Feats and **Rashemi Elemental Summoning** (*Unapproachable East*): As long as Rashemen is your home region, you can select berserker lodge feats or Rashemi Elemental Summoning, provided that your character meets the other requirements. These feats don't count as regional feats, but you must be able to select regional feats from Rashemen to learn them.

Stoneblood (*Races of Faerûn*): Remove the region requirement from this feat; it's available to any urdunnir dwarf.

Stonewalker Fist (*Races of Faerûn*): Remove the region requirement from this feat; it's available to any urdunnir dwarf.

Swarmfighting (*Races of Faerûn*): The wild dwarf description incorrectly identifies Swarmfighting as a regional feat. You can choose it if you meet the prerequisites, regardless of your race or region.

TABLE 1–14: FEATS

Feat Name	Prerequisite	Benefit
Arcane Preparation	Cast arcane spells as a bard or sorcerer	Apply metamagic feats to prepared spells ahead of time.
Axiomatic Strike[1]	Smite anarchy class feature, lawful alignment	Any weapon you wield becomes axiomatic.
Blessed of the Seven Sisters[2]	Able to cast 6th-level arcane spells	Increases spell list of chosen arcane spellcasting class.
Chosen Weapon Specialization[1]	War domain, Epic Prowess, Weapon Focus with deity's chosen weapon	Gain a +2 bonus on weapon damage rolls with deity's chosen weapon.
Delay Spell	Any other metamagic feat	Set your spells for a 1- to 5-round delay after casting.
Divine Spell Penetration[1]	Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, able to cast	Gain +4 on caster level checks to defeat spell resistance with spells of chosen alignment. 9th-level divine spells
Enhance Effect[1]	Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, Skill Focus (Spellcraft), metamagic effect class feature	You can change variables of a persistent spell effect.
Epic Counterspell[1]	Spellcraft 30 ranks, Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell	You can counter any number of spells in a round, even without a readied action.
Epic Devotion[1]	Wis 21, Iron Will, alignment different from chosen component, patron deity that does not accept clerics with the chosen alignment component	Gain a +4 bonus on saves against spells with the chosen descriptor.
Epic Spellfire Wielder[1]	Concentration 20 ranks, Endurance, Spellfire Wielder	Treat your Con as 4 points higher for determining limit of stored spellfire energy levels.
Favored of the Zulkirs[3]	Red Wizard 5th, Corrupt Spell	Reduces your ability damage for casting a corrupted spell by 1 point.
Gift of Discernment[2]	—	Duplicates knowledge provided *by phylactery of faithfulness.*
Improved Cooperative Metamagic[1]	Spellcraft 30 ranks, Quicken Spell, Silent Spell, Still Spell, cooperative metamagic class feature	You can apply Silent Spell, Still Spell, or Quicken Spell to an ally's spell.
Improved Familiar	See *Dungeon Master's Guide*	Gain a special familiar.
Improved Snatch Spell[1]	Knowledge (arcana) 40 ranks, Spellcraft 40 ranks, Epic Skill Focus (Spellcraft), snatch spell class feature	Enhance or control a spell you have seized as if you had cast it yourself.
Improved Spellpool Access[1]	Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, able to call in spells from a spellpool	Increase chance of a desired spell being in a spellpool.
Initiate of Bane[4]	Cleric level 5th, patron Bane	Gain frightful presence, add spells to cleric spell list.
Initiate of Cyric[4]	Cleric level 3rd, patron Cyric	Gain immunity to fear, add spells to cleric spell list.
Initiate of Gond[4]	Cleric level 1st, patron Gond	Add Disable Device and Open Lock to cleric class skills, add spells to cleric spell list.
Initiate of Helm[4]	Cleric or paladin level 5th, patron Helm	Gain benefit of Combat Reflexes feat, add spells to cleric or paladin spell list.
Initiate of Ilmater[4]	Cleric or paladin level 7th, patron Ilmater	Grant temporary hit points with *cure* spells, add spells to cleric or paladin spell list.
Initiate of Lathander[4]	Cleric level 1st, patron Lathander	Spontaneously cast light spells, add spells to cleric spell list.
Initiate of Malar[4]	Cleric or druid level 3rd, patron Malar	Gain benefit of Augment Summoning feat, add spells to cleric or druid spell list.
Initiate of Mystra[4]	Cleric level 3rd, patron Mystra	Cast spells even in a dead magic zone or *antimagic field,* add spells to cleric spell list.
Initiate of Nature[4]	Cleric or druid level 5th, patron Eldath, Mielikki, or Silvanus	Rebuke/command plant creatures, add spells to cleric or druid spell list.
Initiate of Selûne[4]	Cleric, druid, Harper agent, hathran, or ranger level 3rd, patron Selûne	Cast augury and divination spells at +5 caster level, add spells to cleric, druid, Harper agent, hathran, or ranger spell list.

Feat Name	Prerequisite	Benefit
Initiate of Tyr[4]	Cleric level 7th, patron Tyr, War domain	Gain +1 bonus on damage rolls with longsword, add spells to cleric spell list.
Innate Spell	Silent Spell, Still Spell	Use one spell 3/day as a spell-like ability.
Inscribe Epic Rune[1]	Int 19, Craft (appropriate selection) 24 ranks, Inscribe Rune	You can inscribe a rune beyond normal power limits.
Inscribe Rune	Int 13, Craft, divine spellcaster level 3rd	Inscribe magic runes.
Insidious Magic	Shadow Weave Magic	Weave user must make a level check to detect your spells.
Lliira's Blessing[2]	Escape Artist 1 rank, Nimbus of Light	Gain +2 sacred bonus on Escape Artist checks and saves against effects that leave you paralyzed, held, or entangled.
Magical Artisan	Any item creation feat	Make item for 75% item creation costs.
Pernicious Magic	Shadow Weave Magic	Gain +4 on spell penetration against Weave users.
Persistent Spell	Extend Spell	Extends spell's duration to 24 hours.
Portal Master	Craft Wondrous Item	Create *portal* for 50% *portal* creation cost, stabilize malfunctioning *portals*.
Reactive Counterspell	Improved Counterspell, Improved Initiative	Counterspell once per round without readying an action to do so.
Shadow Weave Magic	Wis 15 or patron Shar	Gain +1 on save DC and spell penetration with enchantment, illusion, and necromancy spells; –1 caster level with evocation and transmutation spells; can't use light spells.
Signature Spell	Spell Mastery	Spontaneously convert prepared spells into chosen spell.
Spell Thematics	Arcane spellcaster level 1st	Gain +4 to Spellcraft DC to identify your spells, +1 caster level with thematic spells.
Spellcasting Prodigy	—	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.
Spider Bite[3]	Verminfriend, patron Lolth	Your saliva becomes poisonous.
Tenacious Magic	Shadow Weave Magic	Dispel DC of your spells is 15 + your level against Weave users.
Touch of Hate[3]	Vile Spell, able to cast 5th-level divine spells, patron Bane	You can transform an animal into a beast of Bane with a touch.
Twin Spell	Any other metamagic feat	Spell takes effect twice on target or area.

1 Epic feat; see Chapter 5 for description.
2 Exalted feat; see Appendix for description.
3 Vile feat; see Appendix for description.
4 Initiate feat; see Chapter 3 for description.

Benefit: When you make a ranged attack with a thrown weapon (axe, spear, javelin, or the like), you may add your Strength bonus instead of your Dexterity bonus to the attack roll.

Normal: A character attacking with a ranged weapon adds his Dexterity bonus to the attack roll.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Blooded [Regional]

You know what it means to fight for your life, and you understand the value of quick wits and quicker reactions when blades are bared and deadly spells are chanted.

Prerequisite: Centaur (the Plateau of Thay), dwarf (Underdark [Earthroot]), elf (Cormanthor Drow, the Inner Sea, Menzoberranyr, or the Outer Sea), gnoll (the Plateau of Thay), grimlock (Underdark [Reeshov]), halfling (the Chondalwood), human (the Dalelands, the Nelanther Isles, Silverymoon, or Tethyr), or orc (Underdark [Northdark] or Vaasa).

Benefit: You get a +2 bonus on initiative checks and a +2 bonus on Spot checks. You cannot become shaken, and you ignore the effects of the shaken condition. However, you can still be frightened or panicked.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Bloodline of Fire [Regional]

You are descended from the efreet who ruled Calimshan long ago. The blood of these fire spirits runs thick in your veins.

Prerequisite: Human (Calimshan) or planetouched (Calimshan).

Benefit: You receive a +4 bonus on saving throws against fire effects. In addition, you cast spells with the fire descriptor at +2 caster level.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Table 1—15: Regional Feats

To select these feats, a character must come from a region designated as the feat's prerequisite. Other requirements occasionally apply. See the feat for full details.

Feat	**Benefit**
Arcane Schooling	Use spell trigger magic items for one arcane spellcasting class.
Artist	Gain +2 on Perform and Craft checks, can use bardic music 3 more times per day.
Axethrower	Use Str modifier instead of Dex modifier on attack rolls with thrown weapons.
Blooded	Gain +2 on initiative and +2 on Spot checks, can't be shaken.
Bloodline of Fire	Gain +4 on saves against fire effects and +2 to save DCs for [fire] spells.
Bullheaded	Gain +2 on Will saves, can't be shaken.
Cosmopolitan	Gain +2 on Bluff, Gather Information, and Sense Motive checks.
Dauntless	Gain +5 hit points.
Daylight Adaptation	Ignore vulnerability to sunlight or bright light.
Discipline	Gain +2 on Will saves and Concentration checks.
Dreadful Wrath	Gain frightful presence when you attack.
Education	Gain +2 on two Knowledge skills of your choice, all Knowledge skills are class skills
Ethran	Gain +2 on Handle Animal and Survival, +2 on Charisma-based checks against Rashemi, can participate in circle magic.
Fearless	Immune to fear effects.
Fleet of Foot	Gain +10 feet to land speed.
Foe Hunter	Gain +2 on Bluff, Listen, Sense Motive, Spot, Survival, and weapon damage checks against designated foe.
Forester	Gain +1 on Hide, Listen, Move Silently, and Spot checks (+3 while in forest terrain).
Forgeheart	Gain resistance to fire 5.
Furious Charge	Gain +4 bonus on charge attacks.
Horse Nomad	Proficient with light lance, scimitar, and composite shortbow, +3 on Ride checks.
Knifefighter	No penalty for using a light weapon to attack a grappled foe.
Luck of Heroes	Gain +1 luck bonus on all saving throws and +1 luck bonus to AC.
Magic in the Blood	Use spell-like abilities 3/day instead of 1/day.
Magical Training	Cast three 0-level spells per day.
Mercantile Background	Sell items at 75% list price; 1/month buy one item at 75%offered price.
Militia	Proficient with all martial weapons.
Mind over Body	Use Int or Cha modifier to determine hp at 1st level; gain +1hp when you learn a metamagic feat; +1 insight bonus to AC.
Otherworldly	Type changes to outsider [native].
Resist Poison	Gain +4 on Fortitude saves against poison.
Saddleback	You can take 10 on Ride checks, and use your Ride check result as your Reflex save.
Silver Palm	Gain +2 on Appraise, Bluff, and Sense Motive checks.
Smooth Talk	Take –5 penalty on rushed Diplomacy checks instead of –10.
Snake Blood	Gain +2 on Ref saves, +2 on Fort saves against poison.
Spellwise	Gain +2 on Knowledge (arcana) and Spellcraft checks, and +2 on saves against illusion spells and effects.
Stormheart	Gain +2 on Balance and Profession (sailor) checks, +1 dodge bonus on ships, and ignore movement penalty while on ships.
Street Smart	Gain +2 on Gather Information, Intimidate, and Sense Motive checks.
Strong Soul	Gain +1 on Fort and Will saves, or +3 against death effects, energy drain, and ability drain attacks.
Surefooted	Gain +2 on Climb and Jump checks, and ignore movement penalty for ice and slopes.
Survivor	Gain +2 on Fortitude saves and Survival checks.
Swift and Silent (Stealthy)	No penalty on Hide and Move Silently checks when you move at normal speed.
Tattoo Focus	Gain +1 to save DC and spell penetration with specialized school.
Thug	Gain +2 on initiative checks, and +2 on Appraise and Intimidate checks.
Thunder Twin	Gain +2 on Diplomacy and Intimidate checks, twin.
Tireless	Ignore fatigue and reduce exhaustion to fatigue.
Treetopper	Gain +2 on Balance and Climb checks, retain Dex bonus to AC while climbing.
Twin Sword Style	Gain +2 shield bonus on AC against designated opponent while fighting with two swords.

Bullheaded [Regional]

The stubbornness and determination of your kind are legendary. You are exceptionally headstrong and difficult to sway from your course.

Prerequisite: Dwarf (Underdark [Earthroot], Underdark [Northdark], the Great Rift, or the Spine of the World), human (Altumbel, Damara, the Great Dale, Rashemen, or the Western Heartlands), or taer$^{\text{UNA}}$ (the Icerim Mountains).

Benefit: You receive a +2 bonus on all Will saves. You cannot become shaken, and you ignore the effects of the shaken condition.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Cosmopolitan [Regional]

You've been lied to more times than you can count. This history has made you intimately familiar with the deceit, guile, and double-speak of city folk.

Prerequisite: Dwarf (Waterdeep), elf (Waterdeep), half-elf (Waterdeep), halfling (Amn), or human (Amn, the Golden Water, the Sword Coast, or Waterdeep).

Benefit: You gain a +2 bonus on Bluff, Gather Information, and Sense Motive checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Dauntless [Regional]

You can stand up to greater punishment than most and still keep on going.

Prerequisite: Dwarf (the Galena Mountains, the Smoking Mountains, Turmish, Underdark [Earthroot], or Underdark [Old Shanatar]), human (Damara, the Great Dale, Impiltur, or the Moonshae Isles), lizardfolk (Surkh), orc (Amn, Chessenta, or Vaasa), or slyth (Underdark [Fluvenilstra]).

Benefit: You gain +5 hit points.

Special: You may not select this feat more than once, but its benefit stacks with Toughness. You may select this feat only as a 1st-level character. You may have only one regional feat.

Daylight Adaptation [Regional]

You have accustomed yourself to the painful sunlight of the surface world.

Prerequisite: Dwarf (Underdark [Northdark]), elf (Cormanthor Drow), kuo-toa (Underdark [Sloopdilmonpolop]), or orc (Chessenta, the Hordelands, the North, or Thesk).

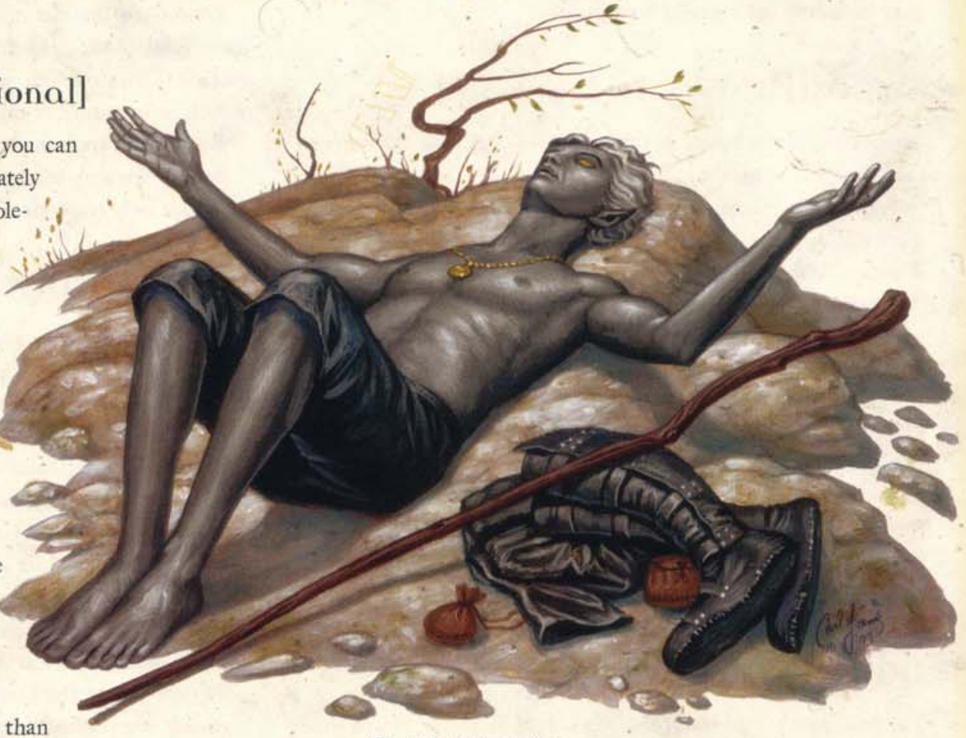
Benefi: Unlike other members of your race, you are not dazzled or blinded by exposure to bright light or sunlight. However, spells or effects that affect all creatures regardless of race, such as a *sunbeam* or *sunburst* spell, still affect you normally.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Delay Spell [Metamagic]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.



Daylight Adaptation

Illustration by Carl Frank

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when you finish casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only personal or touch range spells and those with areas can be affected by this feat.

Any decisions you would normally make about the spell (including attack rolls, designating targets, or determining or shaping an area) must be made when the spell is cast. Any effects resolved by the subject (including saving throws) are determined when the spell triggers. If conditions change between casting and triggering in such a fashion as to make the spell impossible (for example, if the target you designate leaves the spell's area or moves out of range before it goes off), the spell fails.

A delayed spell may be dispelled normally during the delay period, and spells such as *detect magic* can detect it normally in the area or on the target. A delayed spell uses up a slot three levels higher than the spell's actual level.

Discipline [Regional]

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

Prerequisite: Chitine (Underdark [Yathchol]), elf (Evereska or the Yuirwood), gnome (the Western Heartlands), halfling (Luiren), human (Aglarond, Cormyr, Shadovar, Shou Expatriate, or Thay), planetouched (Mulhorand), or slyth (Underdark [Fluvenilstra]).

Benefit: You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Dreadful Wrath [Regional]

You are terrible to behold in battle, and few foes have the heart to face you without quailing.

Prerequisite: Human (Rashemen), kuo-toa (Underdark [Sloopdilmonpolop]), or planetouched (Impiltur, the Silver Marches, Thay, or Western Heartlands).

Benefit: When you charge, make a full attack, or cast a spell that either targets an enemy or includes an enemy in its area, you gain the frightful presence ability for that round. Each enemy within a 20-foot radius of you must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1 minute. Regardless of its success or failure on the saving throw, any creature exposed to this effect is immune to your frightful presence for the next 24 hours. This is an extraordinary morale effect.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Education [Regional]

You hail from a land where the pen is held in higher regard than the sword. In your youth, you received the benefit of formal schooling of some type.

Prerequisite: Elf (Evermeet, Silverymoon, or Snow Eagle Aerie), gnome (Lantan), half-elf (Silverymoon), or human (Chessenta, Lantan, Silverymoon, or Waterdeep).

Benefit: All Knowledge skills are class skills for your current and all your future classes. You may also select two Knowledge skills to develop more fully. You get a +2 bonus on all checks you make with those skills. If you select a Knowledge skill in which you do not yet have ranks, you gain no immediate benefit, since Knowledge skills can be used only with training. But the selection still represents your improved potential for that skill.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Ethran [Regional]

You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran (the "untrained").

Prerequisites: Female, human (Rashemen).

Benefit: You gain a +2 bonus on Handle Animal and Survival checks. When dealing with other Rashemis, you gain a +2 bonus on Charisma-based skill and ability checks. Furthermore, you can participate in circle magic (see Circle Magic on page 59 in the *FORGOTTEN REALMS Campaign Setting*).

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Fearless [Regional]

You are a stranger to fear. Nothing can shake your courage.

Prerequisite: Aarakocra (the Stormhorns), elf (Elven Court or Snow Eagle Aerie), gloaming^{UND} (Sphur Upra), gnome (Lantan), halfling (Channath Vale or the Western Heartlands), human (Anauroch or Impiltur), or orc (the Hordelands).

Benefit: You are immune to fear effects, magical or otherwise.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Fleet of Foot [Regional]

You are extraordinarily swift.

Prerequisite: Elf (the Forest of Lethyr, the High Forest, or the Wealdath), half-elf (the Dalelands or the High Forest), or human (the Shaar or Thindol).

Benefit: Your land speed is faster than the norm for your race by 10 feet. This benefit applies only when you are wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying your speed for any load carried.

Special: If a feature of your character class also improves your land speed, the speed increase for Fleet of Foot stacks with that provided by the class feature.

You may select this feat only as a 1st-level character. You may have only one regional feat.

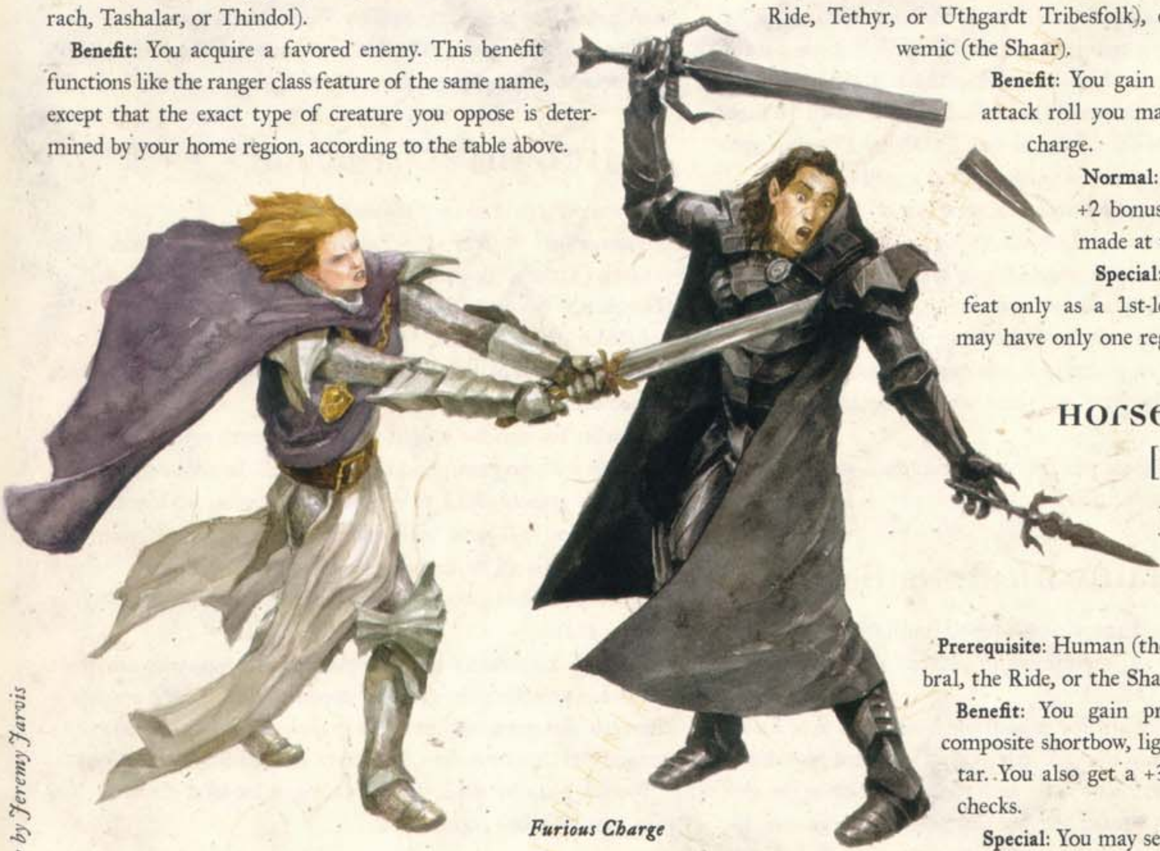
Foe Hunter [Regional]

In a land threatened by fierce raiders, you have learned to fight effectively against certain foes. You know their ways and how to beat them.

Home Region	Favored Enemy
Cormyr	Humanoids (goblinoid)
Chult	Humanoids (goblinoid)
The Dragon Coast	Dragons
The Galena Mountains	Humanoids (goblinoid)
Impiltur	Demons
The Moonsea	Humanoids (orc)
The North	Humanoids (orc)
Samarach	Yuan-ti
The Spine of the World	Humanoids (orc)
Tashalar	Yuan-ti
Thindol	Yuan-ti

Prerequisite: Dwarf (the Galena Mountains or the Spine of the World), half-elf (the Dragon Coast), halfling (the North), or human (Chult, Cormyr, Impiltur, the Moonsea, the North, Samarach, Tashalar, or Thindol).

Benefit: You acquire a favored enemy. This benefit functions like the ranger class feature of the same name, except that the exact type of creature you oppose is determined by your home region, according to the table above.



Furious Charge

Illustration by Jeremy Jarvis

Forester [Regional]

You are one with Faerûn's mighty forests. Few can match your woodcraft or your skill on your chosen battlefield.

Prerequisite: Elf (the Chondalwood, the Forest of Lethyr, the High Forest, or Sildëyuir), gnome (the Great Dale), half-elf (Aglarond or the High Forest), halfling (the Chondalwood), human (the Dalelands or the Great Dale), or volodni (the Forest of Lethyr).

Benefit: You gain a +1 bonus on Hide, Listen, Move Silently, and Spot checks. When you are in forest terrain, this bonus increases to +3.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Forgeheart [Regional]

Because you are inured to the hellish heat of your homeland, you are resistant to blasts of fire that would damage other creatures.

Prerequisite: Dwarf (the Smoking Mountains or the Sword Coast).

Benefit: You gain resistance to fire 5.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Furious Charge [Regional]

Your people are known for their love of battle, and they rarely waste time in meeting a foe blade-to-blade. You know how to make the most of a charge.

Prerequisite: Aarakocra (the Stormhorns), human (Cormyr, the Ride, Tethyr, or Uthgardt Tribesfolk), orc (Chessenta), or wemic (the Shaar).

Benefit: You gain a +4 bonus on the attack roll you make at the end of a charge.

Normal: A character gains a +2 bonus on the attack roll made at the end of a charge.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Horse Nomad [Regional]

You have been raised in a culture that relies upon riding and shooting.

Prerequisite: Human (the Hordelands, Nimbral, the Ride, or the Shaar).

Benefit: You gain proficiency with the composite shortbow, light lance, and scimitar. You also get a +3 bonus on all Ride checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Improved Familiar [General]

Refer to the Improved Familiar feat description on page 200 of the *Dungeon Master's Guide*. In addition to the choices presented there, the following familiars are available in a Forgotten Realms campaign.

Familiar	Alignment	Level
Deathfang^{RAC}	Neutral evil	9th
Flying snake^{RAC}	Neutral	3rd
Lizard, spitting crawler^{FOR}	Neutral	3rd
Lynx^{RAC}	Neutral	3rd
Osquip^{RAC}	Neutral evil	5th
Tressym	Neutral good	5th

Improved familiars do not grant any special abilities to their masters other than the Alertness feat, an empathic link, and the ability to share spells with the familiar.

Innate Spell [Metamagic]

You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

Prerequisites: Silent Spell, Still Spell.

Benefit: Choose a spell that you know. You can now use this spell three times per day as a spell-like ability. If the innate spell has an XP cost, you pay that cost each time you use the spell. If it has a focus, you must have it to use the spell in this manner. If the innate spell has a costly material component, you need an item worth 50 times that amount to use as a focus for the spell-like ability. Otherwise, you need no components to use the innate spell as a spell-like ability.

You must permanently assign one spell slot of the appropriate spell level to the innate spell. You can't use this spell slot for anything else—that is, you can cast one fewer spell per day at that spell level than you could if you didn't have an innate spell. For example, if you could normally cast three 3rd-level spells per day and you choose *fireball* as your innate spell, you can now cast only two 3rd-level spells per day, but you gain three uses per day of *fireball* as a spell-like ability.

Special: You can choose this feat more than once, selecting a different innate spell each time.

Inscribe Rune [Item Creation]

You can create magic runes that hold spells until triggered.

Prerequisites: Int 13, appropriate Craft skill, divine spellcaster level 3rd.

Benefit: You can cast any divine spell you have access to as a rune. You must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay that cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when you begin writing the rune, but focuses are not. See Rune Magic in Chapter 2 of the *FORGOTTEN REALMS Campaign Setting* for details on runes and rune magic.

A single object of Medium size or smaller can hold only one rune. A larger object can hold one rune per 25 square feet of surface area. Runes cannot be placed on creatures, although they can be drawn on equipment a creature carries.

The rune has a price equal to its spell level × caster level × 50 gp. (A 0-level spell counts as 1/2 level.) You must spend 1/25 of the price in XP and use up raw materials costing one-half the price to inscribe the rune.

Note: The rune cost multiple given here (50 gp) supersedes the one given in the *FORGOTTEN REALMS Campaign Setting* (100 gp).

Insidious Magic [Metamagic]

You can use the Shadow Weave to make your spells harder for Weave users to detect.

Prerequisite: Shadow Weave Magic.

Benefit: Any Weave user who employs a divination spell (such as *detect magic*), spell-like ability, or magic item that could detect the magical aura of one of your spells must make a successful level check (DC 11 + your caster level) to succeed. Similarly, a Weave user attempting to reveal the effects of one of your spells via a divination spell (such as *see invisibility*) must make a caster level check to succeed. The Weave user may check only once for each divination spell used, no matter how many of your spell effects are operating in that area. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat.

This benefit does not extend to spells you cast from the schools of evocation or transmutation.

Knifefighter [Regional]

You're an expert at using weapons in a grapple.

Prerequisite: Bugbear (the Earthfast Mountains), chitine (Underdark [Yathchol]), goblin (the Earthfast Mountains), half-elf (Dambrath or the Dragon Coast), halfling (Channath Vale), hobgoblin (the Earthfast Mountains), human (Anauroch, Dambrath, the Lake of Steam, or the Sword Coast), orc (Thesk), or planetouched (Chessenta).

Benefit: You can use a light weapon to attack your opponent in a grapple with no penalty on the attack roll. In addition, you need not win a grapple check to draw a light weapon while grappling, although you still must use a move action to do so. If your base attack bonus is +6 or higher, you can make a full attack with a light weapon while grappling, provided that you already have your weapon drawn.

Normal: A character in a grapple takes a −4 penalty on attack rolls when attacking the grappled opponent with a light weapon. A character in a grapple must win a grapple check in order to draw a weapon and cannot make a full attack in the round she does so.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Luck of Heroes [Regional]

Your land is known for producing heroes. Through pluck, determination, and resilience, you survive when no one expects you to come through.

Prerequisite: Elf (Elven Court, the Forest of Lethyr, or the Yuirwood), gloaming^UND (Sphur Upra), half-elf (Aglarond), halfling (Channath Vale or the Western Heartlands), or human (Aglarond, the Dalelands, Tethyr, Turmish, or the Vast).

Benefit: You receive a +1 luck bonus on all saving throws and a +1 luck bonus to Armor Class.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Magic in the Blood [Regional]

You have a knack for getting the most out of your innate magical abilities. You can use them more often than others of your race can.

Prerequisite: Dwarf (Oldonnar or Underdark [Darklands]), elf (Menzoberranyr), gnome (the Great Dale, Thesk, or Underdark [Northdark]), planetouched (Calimshan, Mulhorand, or Unther), or spirit folk (Ashane).

Benefit: You can use your racial spell-like abilities more often than you otherwise could. Any ability that is otherwise usable once per day is now usable three times per day.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Magical Artisan [General]

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any item creation feat.

Benefit: Choose one item creation feat that you possess. When you make an item with that feat, you pay only 75% of the normal cost to create the item.

Special: You may gain Magical Artisan multiple times. Each time you take the feat, it applies to a new item creation feat.

Magical Training [Regional]

You come from a land where cantrips are taught to all who have the aptitude to learn magic. Every crafter and artisan, it seems, knows a minor spell or two.

Prerequisites: Int 10 or Cha 10, elf (Evereska or Evermeet) or human (Halruaa or Nimbral).

Benefit: You can cast three 0-level arcane spells per day as either a sorcerer or wizard (your choice, so long as you have a score of at least 10 in the ability that controls the spellcasting for that class). You must make this decision when you first take the feat. Thereafter, you have an arcane spell failure chance if you wear armor and are treated as a sorcerer or wizard of your arcane spellcaster level (minimum 1st) for the purpose of determining level-based variables of the spells you cast.

If you choose to cast spells as a sorcerer, the DC for saves against your spells is 10 + your Cha modifier. You know two 0-level spells of your choice from the sorcerer/wizard list.

If you choose to cast spells as a wizard, the DC for saves against your spells is 10 + your Int modifier. You have a spellbook with three 0-level spells of your choice from the sorcerer/wizard list. You prepare your spells exactly as a wizard does.

Special: If you already have levels in sorcerer or wizard, increase the number of 0-level spells you can cast per day by three.

You may select this feat only as a 1st-level character. You may have only one regional feat.

Knifefighter

Illustration by Richard Sardinha

Mercantile Background [Regional]

You come from a wealthy family with numerous contacts in the trading costers and craft guilds of Faerûn's bustling cities. You can get a good deal on almost anything you buy or sell.

Prerequisite: Dwarf (the Sword Coast or Underdark [Darklands]), gnome (Lantan or Underdark [Northdark]), halfling (Amn), or human (Amn, Lantan, Sembia, Shou Expatriate, Tashalar, Tharsult, Thesk, Turmish, the Vast, or Waterdeep).

Benefit: When you sell weapons, magic items, or other adventuring goods, you get 75% of the list price instead of 50%. Once per month, you can buy any single item at 75% of the offered price. You also receive an extra 300 gp to spend as you see fit during character creation.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Militia [Regional]

Your people rely on a well-trained and well-armed militia to defend their land. You're no stranger to the use of weapons.

Prerequisite: Half-elf (Aglarond), halfling (Luiren), or human (Altumbel, the Dalelands, Impiltur, Samarach, Thindol, or Turmish).

Benefit: You gain proficiency with all martial weapons.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Mind over Body [Regional]

The aesthetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

Prerequisite: Elf (Silverymoon or Snow Eagle Aerie), half-elf (Silverymoon), human (Calimshan, Mulhorand, Shou Expatriate, or Thay), planetouched (Calimshan or Thay), or spirit folk (Ashane).

Benefit: At 1st level, you may use your Intelligence or Charisma modifier (your choice) to determine your bonus hit points. For all subsequent levels, you use your Constitution modifier, as normal. In addition, you gain +1 hit point every time you learn a metamagic feat. Furthermore, if you can cast arcane spells, you get a +1 insight bonus to Armor Class.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Otherworldly [Regional]

Your folk are known for their mystic power and seem to transcend their mortal forms. Your inner radiance is so strong that you are more than mortal.

Prerequisite: Deep Imaskari (Underdark [Deep Imaskar]), elf (Evermeet, Sildëyuir), or spirit folk (Ashane).

Benefit: You are a native outsider, not a humanoid. You have darkvision out to 60 feet. Furthermore, you gain a +2 bonus on all Diplomacy checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Pernicious Magic [Metamagic]

You can use the Shadow Weave to make your spells harder for Weave users to resist.

Prerequisite: Shadow Weave Magic.

Benefit: You gain a +4 bonus on caster level checks made to defeat a Weave user's spell resistance. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat. This benefit stacks with those from the Spell Penetration and Greater Spell Penetration feats, but it does not extend to spells you cast from the schools of evocation or transmutation.

Persistent Spell [Metamagic]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

Otherworldly

Illustration by Joel Thomas

Portal Master [Item Creation]

You are especially proficient at creating *portals*—permanent magic devices that instantaneously transport those who know their secrets from one locale to another. Faerûn is riddled with *portals*.

Prerequisite: Craft Wondrous Item.

Benefit: When you build a *portal*, you pay only 50% of the normal cost to create the device. This benefit does not stack with that provided by the Magical Artisan feat.

In addition, you know how to pass through dangerous *portals* safely. As a standard action, you can attempt to stabilize a malfunctioning *portal* temporarily. Make a Spellcraft check and add the check result to the d% roll for the effect of the malfunctioning *portal* (see Table 2–2 in Chapter 2 of the *FORGOTTEN REALMS Campaign Setting*). The *portal* remains stable for 1 minute, and you can retry the stabilization as often as you like.

Reactive Counterspell [General]

You can react quickly to counter spells cast by opponents.

Prerequisites: Improved Counterspell, Improved Initiative.

Changes to Feats from the Campaign Setting

In addition to overhauling the regional feat system, this chapter also introduces a small number of changes to other feats from the *FORGOTTEN REALMS Campaign Setting*. Most of these alterations are minor changes to the wording for clarity, but some of the key changes include the following.

Courteous Magocracy: The name of this feat has changed to Spellwise, since its revision doesn't have much to do with courtesy.

Create Portal: *Portals* are now considered wondrous items and are built with the Craft Wondrous Item feat. The new *Portal* Master feat makes it easier for a character to build a *portal*.

Forester: The benefit of the Forester feat was incorporated into Self-Sufficient, which appears in the *Player's Handbook*. The version appearing here now works differently.

Greater Spell Focus: This feat is not included here because it's in the *Player's Handbook*.

Greater Spell Penetration: This feat is not included here because it's in the *Player's Handbook*.

Improved Counterspell: This feat is not included here because it's in the *Player's Handbook*.

Improved Familiar: This feat is not reprinted in its entirety here because it appears in the *Dungeon Master's Guide*.

Stealthy: This feat has been incorporated into the *Player's Handbook*. The Swift and Silent feat replaces it here.

Benefit: Once per round, you can counterspell an opponent's spell even if you have not readied an action to do so. This counterspell action takes the place of your next turn. You can't use this feat when you are flat-footed.

Normal: Without this feat, you must ready an action each round that you wish to use a counterspell.

Resist Poison [Regional]

Your people have become inured to many deadly substances through controlled exposure or the simple hostility of your home environment. You can shrug off poisons that would kill someone else.

Prerequisite: Bugbear (the Earthfast Mountains), chitine (Underdark [Yathchol]), dwarf (Underdark [Northdark]), goblin (the Earthfast Mountains), hobgoblin (the Earthfast Mountains), human (Dambrath or Lapaliiya), or orc (the Moonsea or the North).

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Saddleback [Regional]

You've spent endless hours learning how to handle a mount in a fight.

Prerequisites: Human (Cormyr, Dambrath, the Hordelands, Narfell, Nimbral, the North, the Western Heartlands).

Benefit: You can take 10 on Ride checks, even if you are rushed or threatened.

If either you or your mount fails a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw anyway. The save is successful if your Ride check result is equal to or greater than the spell's save DC. (Essentially, you can substitute your Ride check result for your Reflex save if the former is higher.) You can attempt this substitution once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a *fireball* spell or dragon breath that catches you and your mount in its area), your Ride check result applies to both your save and your mount's save.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Shadow Weave Magic [General]

You have discovered the dangerous secret of the Shadow Weave.

Prerequisite: Wis 15 or patron deity Shar.

Benefit: From now on, your spells tap the Shadow Weave instead of the Weave. You can also activate magic items that use the Shadow Weave without taking damage.

The saving throw for every spell you cast from the schools of enchantment, illusion, and necromancy increases by +1. You also get a +1 bonus on caster level checks to overcome spell resistance with spells from these schools.

The Shadow Weave proves less than optimal for effects involving energy or matter. Your effective caster level for spells you cast from the schools of evocation or transmutation (except spells with the darkness descriptor) is reduced by one. A 1st-level Shadow Weave user cannot cast spells from these schools at all.

You can no longer cast spells with the light descriptor. No matter what school they are from, such spells automatically fail. Your ability to use magic items that produce light effects is also limited—you cannot invoke an item's light power if its activation method is spell completion or spell trigger.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2 of the *FORGOTTEN REALMS Campaign Setting*).

Signature Spell [General]

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery.

Benefit: Choose one spell that you have mastered with the Spell Mastery feat as your signature spell. You may now convert prepared arcane spells of that spell's level or higher into your signature spell, just as a good cleric can spontaneously cast prepared spells as *cure* spells.

Special: You can gain Signature Spell multiple times. Each time you take the feat, it applies to a different mastered spell.

Silver Palm [Regional]

Your culture is based on haggling and the art of the deal.

Prerequisite: Dwarf (the Great Rift, Turmish, or Waterdeep), halfling (Amn), or human (Amn, the Dragon Coast, the Golden Water, Sembia, Tharsult, Thesk, the Vilhon Reach, or Waterdeep).

Benefit: You get a +2 bonus on all Appraise, Bluff, and Sense Motive checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Smooth Talk [Regional]

Your people rarely have to draw their weapons to deal with potential adversaries. There are few problems that you can't talk your way out of.

Prerequisite: Elf (Waterdeep), gloaming^{UND} (Sphur Upra), gnome (Thesk), half-elf (Waterdeep), or human (Silverymoon, Thesk, Waterdeep).

Benefit: You take only a –5 penalty if you attempt a Diplomacy check as a full-round action.

Normal: A Diplomacy check usually requires at least 1 minute. You can attempt a rushed Diplomacy check as a full-round action, but you take a –10 penalty.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Snake Blood [Regional]

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than human.

Prerequisite: Human (Chult, the Lake of Steam, Lapaliiya, Samarach, Tashalar, Tharsult, Thindol, the Vilhon Reach, or the Western Heartlands).

Benefit: You gain a +2 bonus on Reflex saving throws and a +2 bonus on Fortitude saves against poison.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Spell Thematics [General]

Your spells manifest with a distinct theme or appearance.

Prerequisite: Arcane spellcaster level 1st.

Benefit: Due to the unusual appearance of your spells, the DC of any Spellcraft check made to identify a spell you have cast increases by +4. In addition, you may designate one spell you know per spell level as a thematic spell and cast it at +1 caster level. As you gain access to new spell levels, you can designate new thematic spells; you don't need to select this feat again to acquire new thematic spells.

Nearly any theme is possible, so long as you can describe a visual link for unification. For example, your theme might be "lightning," "spheres," or "screaming skulls." If you choose spheres as your theme, your *magic missiles* might take the form of glowing spheres of light, and your summoned monsters might emerge from mysterious rainbow-colored globes. If your theme is "lightning," your *haste* spell might manifest as a bright green spark that leaps from ally to ally.

You can't use this feat to make your spell manifestations invisible, nor do your spell thematics change the type of damage a spell deals, regardless of its appearance.

This feat supersedes the version found in *Magic of Faerûn*.

Snake Blood

Illustration by Rafa Garres

Spellcasting Prodigy [General]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells, treat the ability score that controls your spellcasting (Charisma for bards and sorcerers, Wisdom for divine spellcasters, or Intelligence for wizards) as 2 points higher than its actual value.

Special: You can gain Spellcasting Prodigy multiple times. Each time you take the feat, it applies to a different spellcasting ability score. You can take this feat even if you don't have any levels in a spellcasting class yet.

You may select this feat only as a 1st-level character.

Spellwise [Regional]

You were raised in a land where mighty wizards are common. Everyone in your homeland knows something about magic, and you have learned that things are sometimes not as they appear.

Prerequisite: Elf (Evermeet) or human (Calimshan, Halruaa, Nimbral, Samarach, Shadovar, or the Wizards' Reach).

Benefit: You receive a +2 bonus on all Knowledge (arcana) and Spellcraft checks. You also get a +2 bonus on saving throws against illusion spells or effects.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Stormheart [Regional]

The sea is in your blood. You are no stranger to sea chases and blood on the decks.

Prerequisite: Human (Altumbel, the Dragon Coast, the Lake of Steam, Lapaliiya, the Nelanther Isles, the Sword Coast, or Tharsult).

Benefit: You gain a +2 bonus on Balance and Profession (sailor) checks. You ignore any hampered movement penalties for fighting on pitching or slippery decks, and you gain a +1 dodge bonus to Armor Class during any fight that takes place on or in a boat or ship.

Normal: A character moving on difficult or treacherous surfaces counts each square of movement as two squares.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Street Smart [Regional]

You know how to keep informed, ask questions, and interact with the underworld without raising suspicions.

Prerequisite: Halfling (Amn or Calimshan), human (Amn, Calimshan, Chessenta, the Moonsea, Unther, or the Wizards' Reach), or planetouched (Chessenta or the Western Heartlands).

Benefit: You gain a +2 bonus on Gather Information, Intimidate, and Sense Motive checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Strong Soul [Regional]

You possess an innate resistance to fell magic and supernatural attacks. The souls of your people are difficult to separate from their bodies.

Prerequisite: Dwarf (Oldonnar), elf (Elven Court and Silverymoon), gnome (Underdark [Northdark] or the Western Heartlands), half-elf (Dambrath, the Dalelands, or Silverymoon), halfling (Channath Vale or Luiren), or human (the Moonshae Isles).

Benefit: You gain a +1 bonus on all Fortitude and Will saves. Against death effects, energy drain, and ability drain attacks, this bonus increases to +3.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Surefooted [Regional]

You are used to fighting on steep slopes and treacherous surfaces.

Prerequisite: Grimlock (Underdark [Reeshov]), human (the Great Glacier or Uthgardt Tribesfolk), or orc (Amn, the Moonsea, or Vaasa).

Benefit: You gain a +2 bonus on Climb and Jump checks. You also ignore hampered movement penalties for ice and steep slopes (see Movement in Chapter 9 of the *Player's Handbook*). If a surface is both steep and icy, you treat it as a ×2 movement cost instead of ×4.

Normal: A character moving on ice or on a steep slope counts each square of movement as two squares.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Survivor [Regional]

Your people thrive in places that others find almost uninhabitable, and you know many of the secrets of the wilderness.

Prerequisite: Dwarf (Chult or the Great Glacier), elf (the Chondalwood, the Inner Sea or the Outer Sea), human (Anauroch, Chult, the Great Glacier, Narfell, or the Shaar), kuo-toa (Underdark [Sloopdilmonpolop]), slyth (Underdark [Fluvenilstra]), or taer^{UNA} (the Icerim Mountains).

Benefit: You get a +2 bonus on Fortitude saves and a +2 bonus on Survival checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Swift and Silent [Regional]

The shadows are your friends, and your footfalls are whispers of death.

Prerequisite: Bugbear (the Earthfast Mountains), elf (Cormanthor Drow or the Wealdath), goblin (the Earthfast Mountains), halfling (the Chondalwood or the North), hobgoblin (the Earthfast Mountains), human (Uthgardt Tribesfolk), orc (the North), or wemic (the Shaar).

Benefit: You can move up to your normal speed while using the Hide or Move Silently skill at no penalty.

Normal: A character who moves faster than one-half her normal speed takes a –5 penalty on Hide and Move Silently checks.

Surefooted

Illustration by Jim Pavelec

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Tattoo Focus [Regional]

You bear the powerful magical tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic, human (Thay) or planetouched (Thay).

Benefit: The saving throw DC for any spell you cast from your specialized school increases by 1. You also gain a +1 bonus on caster level checks made to overcome a creature's spell resistance when you cast spells from that school. In addition, you are capable of participating in Red Wizard circle magic.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Tenacious Magic [General]

You can use the Shadow Weave to make your spells harder for Weave users to dispel.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist dispelling attempts made by Weave users. All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat. When a Weave user makes a dispel check to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level. This benefit does not extend to spells you cast from the schools of evocation or transmutation.

Thug [Regional]

You have a knack for getting the jump on the competition and pushing other people around. While others debate, you act.

Prerequisite: Centaur (the Plateau of Thay), dwarf (Underdark [Northdark] or Waterdeep), gnoll (the Plateau of Thay), grimlock (Underdark [Reeshov]), human (the Dragon Coast, the Moonsea, the Nelanther Isles, Unther, the Vast, or the Vilhon Reach), orc (Amn, Thesk, or Underdark [Northdark]), or planetouched (Impiltur, the Silver Marches, Unther, or the Western Heartlands).

Benefit: You gain a +2 bonus on initiative checks and a +2 bonus on Appraise and Intimidate checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Thunder Twin [Regional]

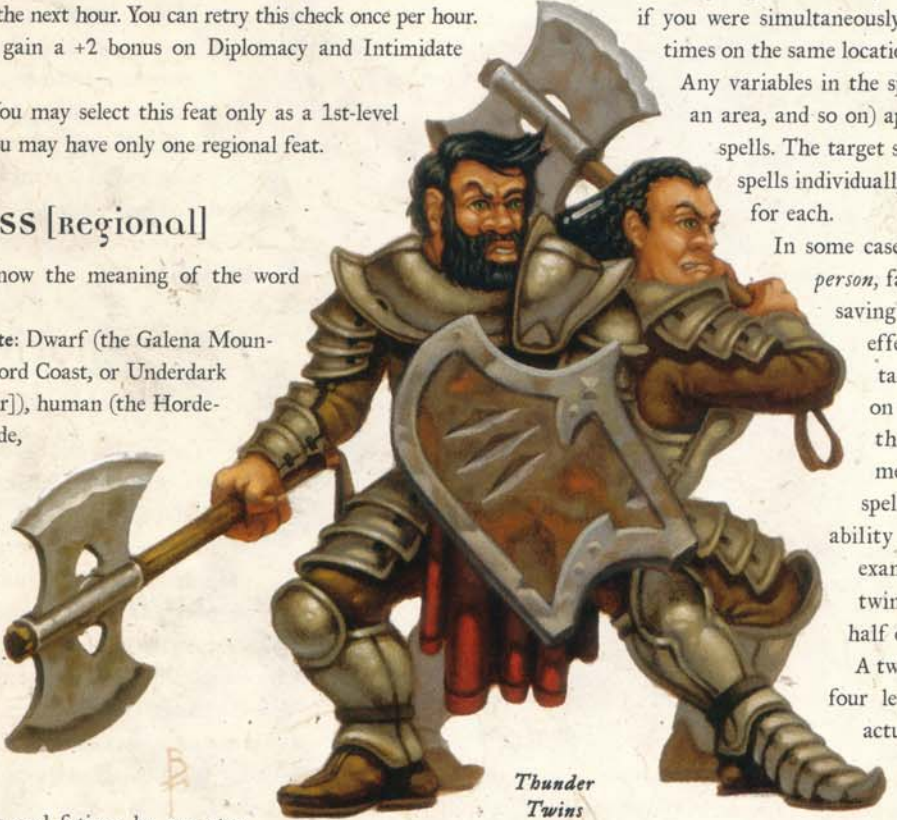
You are one of the generation of dwarf twins born after Moradin's Thunder Blessing in the Year of Thunder.

Prerequisite: Dwarf (the Galena Mountains, the Great Rift, the Smoking Mountains, the Spine of the World, the Sword Coast, Turmish, Underdark [Old Shanatar], or Waterdeep).

Benefit: You have a twin brother or sister (fraternal or identical). If your twin is alive and on the same plane, you may attempt a DC 12 Wisdom check to sense his or her direction. If successful, you can note your twin's direction with a move action any time you take the time to do so during the next hour. You can retry this check once per hour.

You also gain a +2 bonus on Diplomacy and Intimidate checks.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.



Thunder Twins

Illustration by Ben Thompson

Tireless [Regional]

You don't know the meaning of the word "quit."

Prerequisite: Dwarf (the Galena Mountains, the Sword Coast, or Underdark [Old Shanatar]), human (the Hordelands, the Ride, Thindol, or Vaasa), lizardfolk (Surkh), orc (the Hordelands), or wemic (the Shaar).

Benefit: You reduce the effects of exhaustion and fatigue by one step. You cannot become exhausted. If you are exposed to an effect or condition that would normally make you exhausted (such as the spell *waves of exhaustion*), you become fatigued instead. If an effect or condition (such as the end of barbarian rage) would normally make you fatigued, that effect is negated.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Treetopper [Regional]

Your people are at home in trees and high places. You can dare climbs that few other folk would care to try.

Prerequisite: Elf (the Chondalwood, the High Forest, or the Yuirwood), half-elf (Aglarond or the High Forest), halfling (the Chondalwood), or human (Aglarond).

Benefit: You get a +2 bonus on Balance and Climb checks. You do not lose your Dexterity bonus to AC while climbing, and attackers do not gain any bonuses to attack you while you are climbing.

Normal: A climbing character loses his Dexterity bonus to Armor Class while climbing, and an attacker gains a +2 bonus on attack rolls made to hit him.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: A spell altered by this feat takes effect twice, as if you were simultaneously casting the same spell two times on the same location or against the same target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, such as a twinned *charm person,* failure of both of the target's saving throws results in redundant effects, although any ally of the target would have to succeed on two dispel checks to remove the effect. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling. (For example, countering with an untwinned spell doesn't negate just half of the twinned spell.)

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

Twin Sword Style [Regional]

You have mastered a defensive style based on wielding a blade in each hand.

Prerequisites: Elf (Menzoberranyr or Waterdeep), half-elf (Waterdeep), or human (Sembia or Waterdeep), proficient with martial weapons.

Benefit: When fighting with two blades (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or animated shield. You can select a new melee opponent as a free action on your turn. You lose this bonus if you are caught flat-footed or lose your Dexterity bonus to AC for any reason.

Special: You may select this feat only as a 1st-level character. You may have only one regional feat.

PRESTIGE CLASSES

The prestige classes in this book are described in three chapters. Chapter 2 contains the generally available prestige classes for Faerûnian characters. Epic prestige classes are in Chapter 5 with other Toril-related epic material, and vile and exalted prestige classes are in the Appendix with the other material relating to *Book of Vile Darkness* and *Book of Exalted Deeds*. Table 2–1, below, gives a comprehensive list of prestige classes in this book and the chapters in which they appear.

prestige classes for faerûnian characters

From secret societies such as the Harpers and the Shadow Thieves to elite military orders such as the Purple Dragons and the Spellguard of Silverymoon, Faerûnian characters have nearly limitless options for advancing in power and prestige. Fighters and other combat-focused characters can continue advancing in their basic training or sign up with a mercenary guild or national army. Arcane spellcasters must choose between dozens of mystical schools and philosophies, each devoted to understanding the Weave in its own unique way. Clerics have more than a hundred different deities and their attendant churches from which to select. Add the numerous options available only to members of specific races, and you have a dizzying array of paths that your character can choose to follow.

Table 2–1: Prestige Classes for Faerûnian Characters

Class	Source
Arcane Devotee	Chapter 2
Black Blood Hunter	Vile; Appendix
Celebrant of Sharess	Exalted; Appendix
Cognition Thief	Psionic; Appendix
Divine Champion	Chapter 2
Divine Disciple	Chapter 2
Divine Seeker	Chapter 2
Evereskan Tomb Guardian	Chapter 2
Eye of Horus-Re	Chapter 2
Hammer of Moradin	Chapter 2
Harper Agent	Chapter 2
Harper Paragon	Exalted; Appendix
Hathran	Chapter 2
Incantatrix	Chapter 2
Justiciar of Tyr	Chapter 2
Maiden of Pain	Vile; Appendix
Martyred Champion of Ilmater	Exalted; Appendix
Monk of the Long Death	Chapter 2
Morninglord of Lathander	Chapter 2
Netherese Arcanist	Epic; Chapter 5
Purple Dragon Knight	Chapter 2
Runecaster	Chapter 2
Shaaryan Hunter	Chapter 2
Shadow Adept	Chapter 2
Shadow Thief of Amn	Chapter 2
Slime Lord	Vile; Appendix
Spellfire Hierophant	Epic; Chapter 5
Spellguard of Silverymoon	Chapter 2
Yathrinshee	Vile; Appendix
Zhentarim Spy	Chapter 2

TABLE 2–2: THE ARCANE DEVOTEE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Reach of the holy	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sacred defense +1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Divine synergy	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sacred defense +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	*Divine shroud*	+1 level of existing arcane spellcasting class

Arcane Devotee

Although clerics and druids make up the majority of spellcasters within the hierarchies of Faerûn's churches, they by no means hold a monopoly. Many pious sorcerers and wizards, and even a few bards, choose to devote themselves to a deity as thoroughly as the most devout of clerics. These arcane spellcasters gain an insight into divine magic that often baffles their less religious peers.

Arcane devotees are most common among the worshipers of Azuth and Mystra, with the former attracting more wizards and the latter more sorcerers. Bards sometimes become arcane devotees of Lliira or other musically inclined deities, and rumors persist of assassins serving as arcane devotees of Bane.

Hit Die: d4.

REQUIREMENTS

To qualify to become an arcane devotee, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feat: Enlarge Spell.

Spells: Able to cast 4th-level arcane spells.

Patron Deity: An arcane devotee must have a patron deity, and it must be the one he serves as an arcane devotee.

Arcane Devotee

Illustration by Marko Djurdjevic

CLASS SKILLS

The arcane devotee's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency: Arcane devotees gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new arcane devotee level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 4th-level arcane spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting. This essentially means

what's changed in v.3.5?

Along with several new prestige classes for FORGOTTEN REALMS characters, this chapter presents revisions to many of the prestige classes originally printed in the *FORGOTTEN REALMS Campaign Setting*. In most cases, these revisions are fairly minor—revised skill lists, incorporation of errata, and so on. Only two classes—the Harper scout and the hathran—have drastically changed. The Harper scout (now called the Harper agent) has more skill points and advances in an existing spellcasting class rather than having its own spell list. The abilities of the hathran have been reworked to be more in keeping with the flavor of the Rashemi wychlaran.

Players looking for revised versions of the archmage, hierophant, and Red Wizard prestige classes will find them on pages 178, 188, and 193 of the *Dungeon Master's Guide v.3.5*.

that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class granted him access to 4th-level arcane spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 4th-level spells before he became an arcane devotee, he must decide to which class he adds each level of arcane devotee for the purpose of determining spells per day and spells known.

Reach of the Holy (Ex): At 1st level, the arcane devotee may apply the effects of the Enlarge Spell feat to any spell he casts. He does not need to prepare it as an enlarged spell in advance, and the use of this ability does not increase the casting time or use a higher-level spell slot. The arcane devotee may use this ability a number of times per day equal to 1 + his Cha modifier (minimum once per day).

Sacred Defense (Ex): Beginning at 2nd level, the arcane devotee gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders. When he reaches 4th level, the bonus increases to +2.

Divine Synergy (Ex): At 3rd level, the arcane devotee learns to harmonize his magic with that of his deity's worshipers. Any time he is the target of a harmless spell cast by a divine spellcaster of his patron deity, the spell functions as if affected by the Empower Spell feat, if applicable. The spell must be cast by another character—even if the arcane devotee has levels in a divine spellcasting class, he does not gain this benefit for divine spells he casts on himself. A spell that cannot be affected by the Empower Spell feat gains no further benefit from this ability.

Divine Shroud **(Sp)**: Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against hostile spells. This ability functions like the *spell resistance* spell (caster level equals arcane devotee level), except that the *divine shroud* is of a color appropriate to the arcane devotee's patron. An arcane devotee of Tyr, for example, is surrounded by a steady, rose-purple glow, while an arcane devotee of Cyric is wrapped in a pulsating cloud of purple and black.

Divine Champion

A divine champion is the strong right arm of her deity. She serves as a guardian of holy sites, a protector of pilgrims, and a leader of crusades. Though paladins fill these roles in many good-aligned churches, a divine champion can take up the banner of any deity, regardless of alignment or ethos. Rivalries between divine champions of opposing faiths have been the stuff of legends told by bards for centuries. These holy warriors are loved by their patron's worshipers and hated by the church's enemies in equal measure.

Most divine champions come from a combat or military background. Barbarians, fighters, paladins, and rangers are the most common candidates, though monks, clerics, and the more militant druids frequently pursue this path as well. Many divine champions of evil gods are also blackguards, and divine champions of all alignments often have levels in prestige classes unique to their churches. Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are unusually militant.

Hit Die: d10.

REQUIREMENTS

To qualify to become a divine champion, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skill: Knowledge (religion) 3 ranks.

Feat: Weapon Focus (deity's favored weapon).

Patron Deity: A divine champion must have a patron deity, and it must be the one he serves as a divine champion.

CLASS SKILLS

The divine champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

TABLE 2–3: THE DIVINE CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Lay on hands
2nd	+2	+3	+0	+0	Bonus feat, sacred defense +1
3rd	+3	+3	+1	+1	Smite infidel
4th	+4	+4	+1	+1	Bonus feat, sacred defense +2
5th	+5	+4	+1	+1	Divine wrath

Behind the Curtain: Revised Prestige Classes

The most common and important change to the prestige classes in this chapter is a new definition of the spell power ability. As with the Red Wizard and archmage prestige classes, which originally appeared in the *FORGOTTEN REALMS Campaign Setting* and were revised in the *Dungeon Master's Guide v.3.5*, prestige classes that grant spell power now increase the effective caster level for spells, not their saving throw DCs. Before the revision, it became clear that saving throw DCs were increasing at a pace that far outstripped characters' and creatures' saving throw modifiers. As a result, the effects of Spell Focus and Greater Spell Focus were reduced to their new values, and the spell power ability was changed. A few DC-increasing effects, such as the Shadow Weave Magic feat, still remain in the game, but that feat comes with enough limitations that it remains balanced, and the shadow adept prestige class no longer escalates that effect.

Class Features

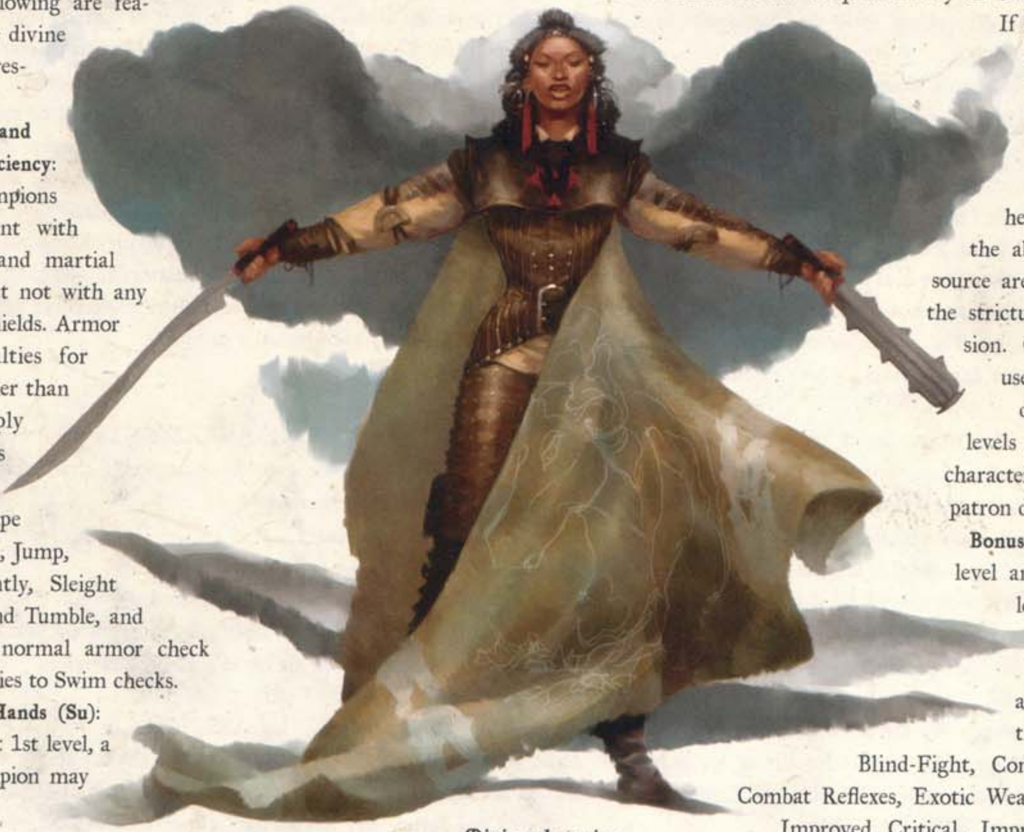
All the following are features of the divine champion prestige class.

Weapon and Armor Proficiency: Divine champions are proficient with all simple and martial weapons, but not with any armor or shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Lay on Hands (Su): Beginning at 1st level, a divine champion may heal wounds (her own or those of others with the same patron deity) by touch. This ability otherwise functions like the paladin's lay on hands ability.

If the divine champion has the lay on hands ability from another source (such as paladin levels), her daily uses of the ability from that source are not limited by the strictures of this version. Only the daily uses derived from divine champion levels are restricted to characters with the same patron deity.

Bonus Feat: At 2nd level and again at 4th level, the divine champion may select a bonus feat from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency, Improved Critical, Improved Initiative,



Divine champion

Illustration by Beet

Deific Grudge Matches

Although the opposed alignment system works just fine for determining a divine champion's enemies, there are many deities in Toril that, while not diametrically opposed in alignment, hate each other with a passion. The following table lists the most commonly worshiped gods of Faerûn and several of their enemies. Each divine champion should choose one foe of her patron deity to oppose. For deities not noted on this table, the DM can either choose an appropriate opposed deity or consult *Faiths and Pantheons*.

Deity	Opposed Deities
Azuth	Cyric, Mask
Bane	Cyric, Helm, Ilmater, Lathander, Mystra, Oghma, Torm, Tyr
Chauntea	Auril, Malar, Talos, Umberlee
Cyric	Bane, Kelemvor, Mystra, Torm
Eilistraee	Drow pantheon (choose one)
Gond	Talos
Helm	Bane, Cyric, Malar, Talos
Ilmater	Cyric, Loviatar, Talona, Talos
Kelemvor	Cyric, Talona, Velsharoon
Kossuth	Istishia
Lathander	Bane, Cyric, Malar, Shar, Talos, Velsharoon
Lolth	Eilistraee, elven pantheon (pick one), Ghaunadaur, Gruumsh
Malar	Chauntea, Helm, Mielikki
Mask	Helm, Oghma, Torm, Selûne
Mielikki	Malar, Talos, Talona
Mystra	Bane, Cyric, Helm, Shar
Oghma	Bane, Cyric, Mask, Talos
Selûne	Mask, Shar, Umberlee
Shar	Lathander, Selûne, Shaundakul
Shaundakul	Beshaba, Shar
Silvanus	Malar, Talos, Talona
Sune	Auril, Malar, Talos, Talona, Umberlee
Talos	Chauntea, Helm, Ilmater, Lathander, Shaundakul, Silvanus
Tempus	Garagos
Torm	Bane, Cyric, Mask
Tymora	Bane, Beshaba, Loviatar
Tyr	Bane, Cyric, Mask, Talos, Talona
Umberlee	Chauntea, Selûne, Sune, Valkur
Uthgar	Auril, Helm, Ilmater, Malar, Torm, Tyr
Waukeen	Graz'zt, Mask

Improved Turning, Quick Draw, Weapon Focus. He must meet any prerequisites for a feat in order to select it.

Sacred Defense (Ex): At 2nd level, the divine champion gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders. When she reaches 4th level, the bonus increases to +2.

Smite Infidel (Su): Once per day, a divine champion of at least 3rd level may attempt to smite a creature that has a different patron deity (or no patron deity at all) with one normal melee attack. She adds her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per divine champion level. For example, a 4th-level divine champion armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high strength or magical effects that would normally apply. If a divine champion accidentally smites a creature that is not of an opposing alignment or deity, the smite has no effect but is still used up for that day.

If the divine champion has a smite ability from another source (such as cleric or paladin levels), she may instead use that ability one extra time per day.

Divine Wrath (Su): Once per day, a 5th-level divine champion can channel a portion of her patron deity's power to greatly enhance her own battle prowess. She gains damage reduction 5/— and a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma modifier (minimum 1 round). These modifiers are sacred bonuses if the divine champion's patron is of good alignment, or profane bonuses if her deity is of evil alignment. If the patron deity is neutral, the divine champion's alignment determines whether the bonuses are sacred or profane. If both the divine champion and her patron are neutral, the character chooses whether the bonuses are sacred or profane when she first gains the ability.

Divine disciple

Illustration by Raven Mimura

Divine Disciple

Among the disciples of any religion are a rare few individuals whose devotion to their deity goes far above and beyond the norm. A divine disciple is the living embodiment of her patron deity on Toril, and at the height of her power, she actually ascends to something more than mortal. At that point, whether she continues to serve her deity in Faerûn or departs the mortal coil to bask in the actual presence of her god, a divine disciple is the epitome of an intelligent creature's personal relationship with its deity.

All divine disciples come from the ranks of divine spellcasters. Clerics and druids are the most common candidates, but especially pious paladins and rangers sometimes pursue this path. In the dark churches of evil gods, blackguards sometimes rise to become divine disciples.

Hit Die: d8.

REQUIREMENTS

To qualify to become a divine disciple, a character must fulfill all the following criteria.

Skills: Diplomacy 5 ranks, Knowledge (religion) 8 ranks.

Spells: Able to cast 4th-level divine spells.

Patron Deity: A divine disciple must have a patron deity, and it must be the one she serves as a divine disciple.

CLASS SKILLS

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

TABLE 2–4: THE DIVINE DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Divine emissary	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Sacred defense +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	*Imbue with spell ability*	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Domain, sacred defense +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

Class Features

All the following are features of the divine disciple prestige class.

Weapon and Armor Proficiency: Divine disciples gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new divine disciple level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 4th-level divine spells before she added the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class granted her access to 4th-level divine spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 4th-level spells before she became a divine disciple, she must decide to which class she adds each level of divine disciple for the purpose of determining spells per day and spells known.

Divine Emissary (Ex): At 1st level, a divine disciple can communicate telepathically with any outsider within 60 feet that has the same alignment as she does or serves her deity. The telepathy function of this class feature is a supernatural ability.

The character also gains a bonus equal to her divine disciple level on any Charisma-based skill or ability checks she makes when dealing with outsiders that share her alignment or patron.

Sacred Defense (Ex): At 2nd level, the divine disciple gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders. At 4th level, this bonus increases to +2.

Imbue With Spell Ability (Sp): A 3rd-level divine disciple can use *imbue with spell ability* (caster level equals divine disciple's caster level). Since it is a spell-like ability, the divine disciple does not need to devote a 4th-level spell slot to its use, though the imbued spells themselves take up her lower-level spell slots, as usual. This ability is usable once per day.

Domain: At 4th level, the divine disciple may choose a domain from those that her deity grants access to. If she already has two domains as a cleric, she gains a third in addition to those. Regardless of her original divine spellcasting class, she gains the granted power of the new domain, adding her divine disciple level to her cleric level (if any) to determine level-based effects. If the divine disciple has cleric levels, she also gains a third spell choice with which to fill her domain spell slot at each level. Druids, paladins, and rangers gain no extra spell slots for domain spells, but they can prepare the domain's spells in their normal spell slots.

Transcendence (Su): At 5th level, thanks to her frequent contact with outsiders and her deity's direct intervention, the divine disciple sheds her mortal form and becomes an outsider with the native subtype. This apotheosis grants her immunity to any spell or effect that does not affect outsiders (for example, *charm person* cannot affect her) as well as darkvision out to 60 feet, if she does not already have it. Because of her native subtype, however, the divine disciple must still eat, breathe, and sleep, and she can be *reincarnated, raised,* or resurrected normally. She also gains any alignment subtypes that match alignment components she has in common with her deity. Thus, a chaotic neutral divine disciple of a chaotic evil deity gains the chaotic subtype, and a divine disciple of a neutral deity gains no additional subtypes.

Divine Seeker

Even the gods have need of secrecy from time to time. When stealth and discretion are more suitable for a given task than combat prowess or holy spells, the divine seeker steps in to perform missions for her deity. Depending upon the church to which she belongs, a divine seeker might be called upon to retrieve a holy relic from lands controlled by enemies of the church, covertly spy upon the priests of a rival faith, or even assassinate heretics who speak out against her deity. Subtlety is the divine seeker's stock in trade, and she can often accomplish her task without the slightest evidence of her church's involvement.

Divine seekers can come from any character class, but monks, rangers, and rogues are the most common candidates. Barbarians and bards sometimes have enough skills to become divine seekers, but they tend to lack the subtlety necessary for success. Sorcerers and wizards sometimes become divine seekers, but they often have difficulty accumulating the requisite skills.

Hit Die: d6.

Requirements

To qualify to become a divine seeker, a character must fulfill all the following criteria.

Skills: Hide 8 ranks, Knowledge (religion) 3 ranks, Move Silently 10 ranks, Spot 5 ranks.

Feat: Stealthy.

Patron: A divine seeker must have a patron deity, and it must be the one she serves as a divine seeker.

Table 2–5: The Divine Seeker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Sacred stealth, thwart magic trap
2nd	+1	+0	+3	+3	Sacred defense +1, sneak attack +1d6
3rd	+2	+1	+3	+3	*Locate creature, locate object*
4th	+3	+1	+4	+4	Divine perseverance, sacred defense +2
5th	+3	+1	+4	+4	*Find the path,* sneak attack +2d6

CLASS SKILLS

The divine seeker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

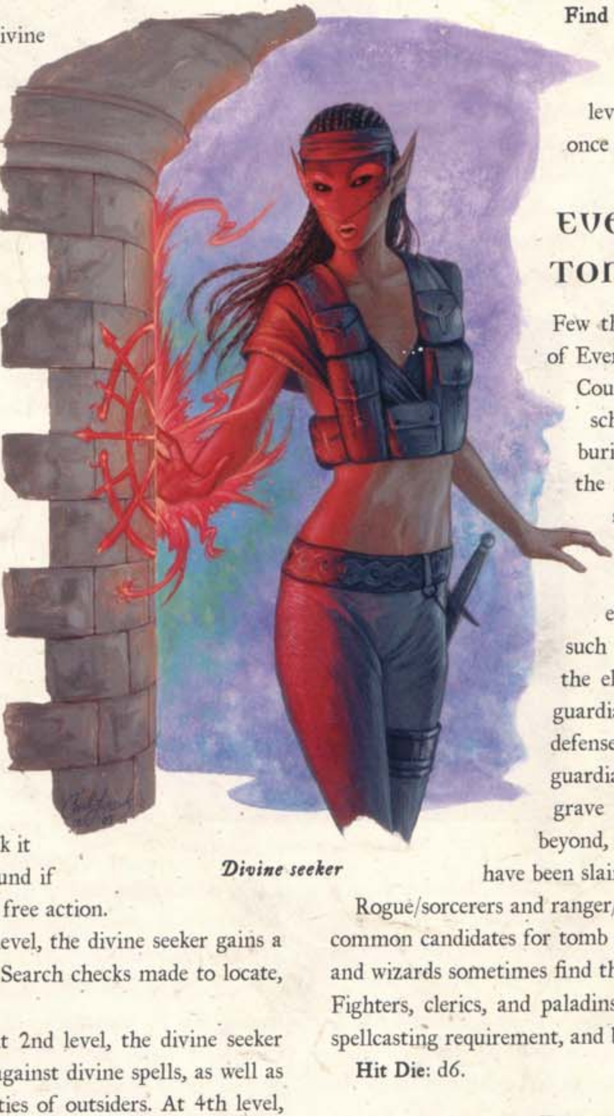
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the divine seeker prestige class.

Weapon and Armor Proficiency: A divine seeker is proficient with all simple weapons and with light armor, but not with shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Sacred Stealth (Su): At 1st level, the divine seeker can call upon her deity's power to shield her from prying eyes and ears. As a standard action, she can grant herself a +10 sacred bonus (or profane bonus, if her patron deity is evil) on Hide and Move Silently checks. This benefit lasts for a number of minutes per day equal to her Charisma modifier (minimum 1 minute per day). This duration need not be consecutive—the divine seeker may break it up into increments as small as 1 round if she so desires. Ending the effect is a free action.



Divine seeker

Illustration by Carl Frank

Thwart Magic Trap (Ex): At 1st level, the divine seeker gains a +3 bonus on all Disable Device and Search checks made to locate, disable, or bypass magic traps.

Sacred Defense (Ex): Beginning at 2nd level, the divine seeker gains a +1 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders. At 4th level, the bonus increases to +2.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name. The extra damage dealt increases by +1d6 at 2nd level, and again at 5th level. If a divine seeker gets a sneak attack bonus from another source (such as rogue levels) the bonuses on damage stack. Furthermore, divine seeker levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

Locate Creature (Sp): Beginning at 3rd level, the divine seeker may use *locate creature* (caster level equals divine seeker level + divine seeker's Cha modifier) once per day.

Locate Object (Sp): At 3rd level, the divine seeker may use *locate object* (caster level equals divine seeker level + divine seeker's Cha modifier) once per day.

Divine Perseverance (Su): If a 4th-level or higher divine seeker is brought to –1 hit points or lower, she automatically heals a number of hit points equal to 3d6 + her Charisma bonus (if any). This ability is usable once per day.

Find the Path (Sp): At 5th level, the divine seeker may use *find the path* (caster level equals divine seeker level + divine seeker's Cha modifier) once per day.

Evereskan Tomb Guardian

Few things are more sacred to the elves of Evereska than the bodies of their dead. Countless great leaders, heroes, and scholars of the Fortress Home are buried in tombs scattered throughout the region, and the elves consider these sites inviolable. Unfortunately, the tombs also contain priceless magic treasures crafted by the elves of old, and the thought of such booty leads many looters to test the elves' defenses. The Evereskan tomb guardians are on hand to ensure that these defenses are very good indeed. Each tomb guardian swears a solemn oath to track grave robbers to the ends of Faerûn and beyond, and never to rest until the defilers have been slain.

Rogue/sorcerers and ranger/sorcerers are far and away the most common candidates for tomb guardians, though monks, sorcerers, and wizards sometimes find themselves drawn to this path as well. Fighters, clerics, and paladins tend to have trouble meeting the spellcasting requirement, and barbarians are too violent.

Hit Die: d6.

REQUIREMENTS

To qualify to become an Evereskan tomb guardian, a character must fulfill all the following criteria.

Race: Elf.

Region: Evereska.

Base Attack Bonus: +4.

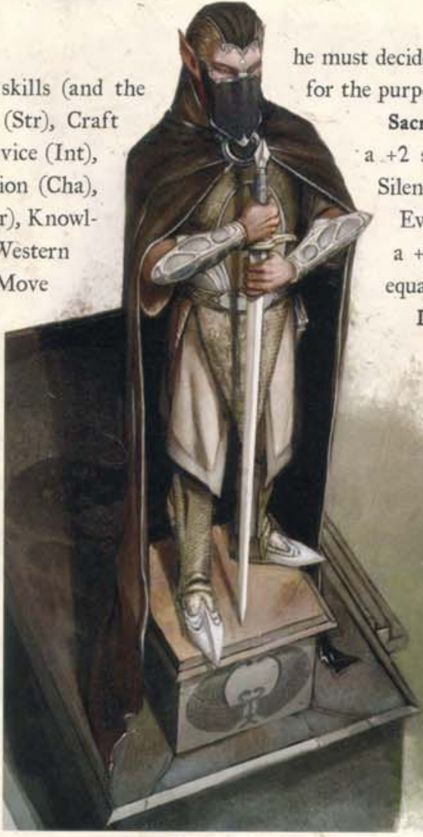
Skills: Hide 5 ranks, Listen 2 ranks, Move Silently 5 ranks, Spot 2 ranks, Survival 5 ranks.

Feats: Alertness, Track.

Spells: Able to cast 2nd-level arcane spells.

TABLE 2–6: THE EVERESKAN TOMB GUARDIAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Sacred duty	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+3	Devoted pursuit, dodge bonus +1	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Swift tracking	+1 level of existing arcane spellcasting class
4th	+3	+1	+4	+4	Dodge bonus +2	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Silent guardian	+1 level of existing arcane spellcasting class



Evereskan tomb guardian

CLASS SKILLS

The Evereskan tomb guardian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (Western Heartlands local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Evereskan tomb guardian prestige class.

Weapon and Armor Proficiency: Evereskan tomb guardians gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new Evereskan tomb guardian level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 2nd-level arcane spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of Evereskan tomb guardian to the level of whatever other arcane spellcasting class granted him access to 2nd-level arcane spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 2nd-level spells before he became a tomb guardian, he must decide to which class he adds each level of tomb guardian for the purpose of determining spells per day and spells known.

Sacred Duty (Su): The Evereskan tomb guardian gains a +2 sacred bonus on Gather Information, Hide, Move Silently, and Survival checks made inside the region of Evereska. While inside an Evereskan tomb, he also gains a +2 sacred bonus on attack rolls and a sacred bonus equal to his tomb guardian level on damage rolls.

Devoted Pursuit (Ex): While pursuing the robber of an Evereskan tomb, a 2nd-level or higher tomb guardian retains his bonuses on Gather Information, Hide, Move Silently, and Survival checks from the sacred duty ability even while outside of Evereska. He also retains the bonuses he gained from that ability on attack and damage rolls, but these apply only to attacks made against the tomb robber.

Dodge Bonus (Ex): Beginning at 2nd level, an Evereskan tomb guardian receives a +1 dodge bonus to AC while wearing light or no armor. This bonus increases to +2 at 4th level.

Swift Tracking (Ex): At 3rd level, the tomb guardian no longer takes a –5 penalty on Survival checks for tracking at his normal speed. Furthermore, he takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Silent Guardian (Ex): At 5th level, the tomb guardian can attune himself to the look and sounds of his surroundings. After concentrating for 10 minutes to familiarize himself with the area, he gains a +4 bonus on Hide, Listen, Move Silently, and Spot checks as long as he remains within 100 feet of the spot where he first attuned himself.

EYE OF HORUS-RE

Following the Time of Troubles, the chief deity of the Mulhorandi pantheon began to take a greater interest in combating the agents of Set beyond the political realm of Mulhorand. Horus-Re began to inspire paladins to serve this cause, and numerous clerics have also joined the crusade. Perfect channels for the holy radiance of their deity, these clerics are known as the eyes of Horus-Re. They are champions of good, sworn enemies of Set, and bane to undead.

Illustration by Joel Thomas

All eyes of Horus-Re are clerics of that deity, though some have paladin levels as well. Cleric/fighters are also fairly common, and some cleric/wizards use their limited arcane spells to supplement their divine magic in Horus-Re's service.

In stark contrast to most of the clergy of Horus-Re, the eyes choose to ignore strictly political matters in Mulhorand. Rather than reporting to the pharaoh of that land, they maintain their own hierarchical structure. NPC eyes of Horus-Re can be found wherever the minions of Set or undead creatures walk the land, and some are showing increasing interest in the activities of the yuan-ti in Hlondeth.

Hit Die: d8.

REQUIREMENTS

To qualify to become an eye of Horus-Re, a character must fulfill all the following criteria.

Alignment: Lawful good.

Region: Mulhorand.

Skills: Knowledge (religion) 9 ranks, Spot 4 ranks.

Feats: Alertness, Extra Turning.

Spellcasting: Able to cast 3rd-level divine spells.

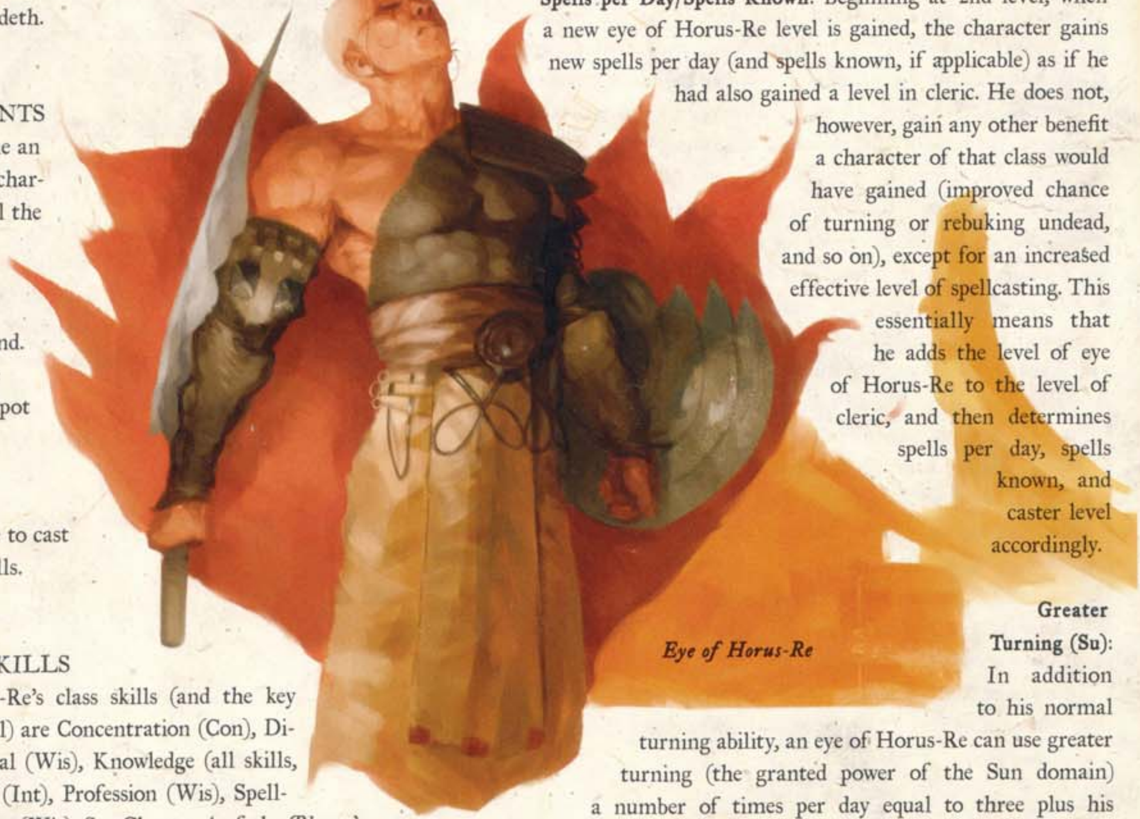
Domain: Sun.

Illustration by Beet

CLASS SKILLS

The eye of Horus-Re's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Eye of Horus-Re

CLASS FEATURES

All of the following are class features of the eye of Horus-Re prestige class.

Weapon and Armor Proficiency: Eyes of Horus-Re gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: Beginning at 2nd level, when a new eye of Horus-Re level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in cleric. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of eye of Horus-Re to the level of cleric, and then determines spells per day, spells known, and caster level accordingly.

Greater Turning (Su): In addition to his normal turning ability, an eye of Horus-Re can use greater turning (the granted power of the Sun domain) a number of times per day equal to three plus his Charisma modifier.

Radiance (Su): When an eye of Horus-Re casts any spell with the light descriptor, the resulting light is brighter than normal. The radius of illumination is doubled, and the spell is treated as if it

TABLE 2–7: THE EYE OF HORUS-RE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Greater turning, radiance, turn undead	—
2nd	+1	+0	+0	+3	Everlight	+1 level of cleric class
3rd	+2	+1	+1	+3	Touch of the sun	+1 level of cleric class
4th	+3	+1	+1	+4	—	+1 level of cleric class
5th	+3	+1	+1	+4	Domain	+1 level of cleric class
6th	+4	+2	+2	+5	Piercing sight	+1 level of cleric class
7th	+5	+2	+2	+5	—	+1 level of cleric class
8th	+6	+2	+2	+6	Positive energy burst	+1 level of cleric class
9th	+6	+3	+3	+6	—	+1 level of cleric class
10th	+7	+3	+3	+7	True seeing	+1 level of cleric class

were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a darkness spell. Thus, a *daylight* spell cast by an eye of Horus-Re sheds light in a 120-foot radius and is treated as a 4th-level spell. It can counter or dispel any darkness spell of 4th level or lower.

Turn Undead (Ex): The character adds his eye of Horus-Re levels to his cleric levels for all purposes related to turning undead.

Everlight (Ex): At 2nd level, an eye of Horus-Re gains darkvision out to 60 feet and low-light vision, allowing him to see in most conditions.

Touch of the Sun (Su): When the eye of Horus-Re reaches 3rd level, his attacks with any weapon or an unarmed strike are treated as good-aligned for the purpose of overcoming damage reduction.

Domain: At 5th level, an eye of Horus-Re gains access to one additional domain of his choice from among those offered by Horus-Re. He gains the granted power of the domain and can choose from its spell list as well as those of his other domains when selecting his domain spells for the day. He can still cast only one domain spell at each level (1st through 9th) per day, but now he has three choices instead of two at each spell level.

Piercing Sight (Su): At 6th level, an eye of Horus-Re gains greater visual acuity. He ignores the miss chance created by darkness spells or effects and gains Blind-Fight as a bonus feat. In addition, he gains a +5 sacred bonus on Spot checks.

Positive Energy Burst (Su): In lieu of two daily uses of his turning ability, an eye of Horus-Re who is at least 8th level can create a positive energy burst that affects all undead creatures within 100 feet of him. This effect deals 1d6 points of damage per eye of Horus-Re level to every undead within range. Each affected undead may attempt a Reflex save (DC 20 + the eye of Horus-Re's Cha modifier) to halve the damage.

True Seeing (Su): A 10th-level eye of Horus-Re sees all things as they truly are, as though he were continually under the effect of a *true seeing* spell.

Hammer of Moradin

Within the halls of Citadel Adbar in the icy North, an elite order of warrior-priests stands ready to defend the dwarven people against the onslaught of fell giants, dark elves, and goblinoids. Called the hammers of Moradin, they serve as Citadel Adbar's rallying point against the incursion of dark creatures that haunt the North. The regular army, known as the Iron Guard, defends the city capably, but the hammers actively strike out against the monsters farther afield, bringing the righteous fury of the Soul Forger to their enemies' very doorsteps.

Fighter/clerics and paladins make up the bulk of the members of this prestige class, though cleric/monks are not unheard of. While rangers and cleric/rogues are quite capable of qualifying for the hammer of Moradin prestige class, most gravitate instead to the Deepscouts, another branch of Citadel Adbar's army. Members of other classes very rarely become hammers of Moradin.

Paladins of Moradin can freely multiclass as hammers of Moradin.

Hit Die: d10.

REQUIREMENTS

To qualify to become a hammer of Moradin, a character must fulfill all the following criteria.

Race: Dwarf.

Region: The Spine of the World.

Base Attack Bonus: +7.

Skills: Craft (weaponsmithing) 10 ranks.

Feats: Iron Will, Weapon Focus (warhammer).

Spells: Able to cast 2nd-level divine spells.

Patron Deity: Moradin.

Special: The candidate must be a member of the hammers of Moradin.

CLASS SKILLS

The hammer of Moradin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (Silver Marches local) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

TABLE 2–8: THE HAMMER OF MORADIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Aura of courage, hammer throw
2nd	+2	+3	+0	+3	Goblinkiller, hammer return
3rd	+3	+3	+1	+3	Damage reduction 2/—, powerful grip
4th	+4	+4	+1	+4	Far shot, quake
5th	+5	+4	+1	+4	Drowbasher, power strike 2/day
6th	+6	+5	+2	+5	Damage reduction 4/—
7th	+7	+5	+2	+5	Chaos crusher, stalwart
8th	+8	+6	+2	+6	Giantslayer, thunder strike
9th	+9	+6	+3	+6	Damage reduction 6/—, power throw
10th	+10	+7	+3	+7	*Bones of the earth*, power strike 4/day

CLASS FEATURES

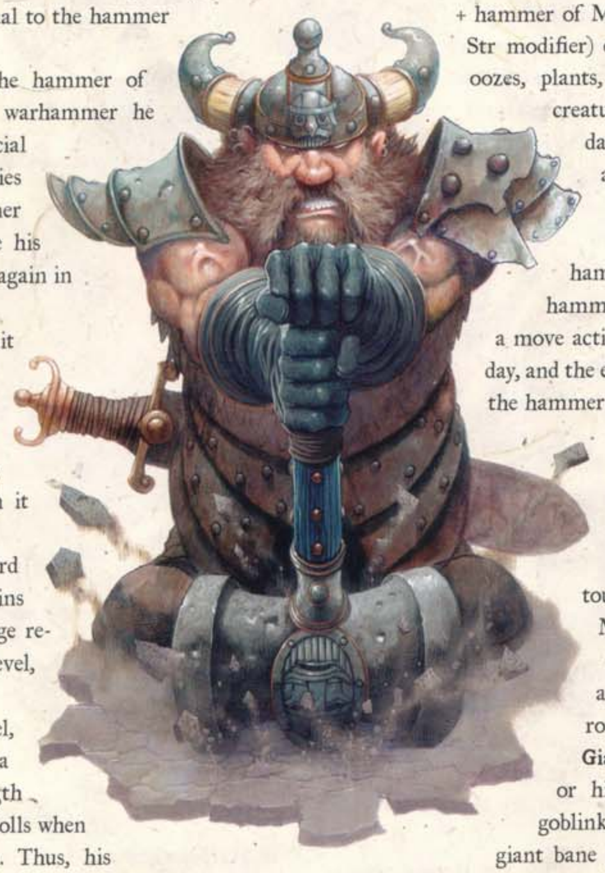
All the following are class features of the hammer of Moradin prestige class.

Weapon and Armor Proficiency: Hammers of Moradin are proficient with all simple and martial weapons, with all types of armor, and with shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Aura of Courage (Su): Beginning at 1st level, the hammer of Moradin gains an aura of courage that functions like the paladin ability of the same name.

Hammer Throw (Ex): A hammer of Moradin may use his warhammer as a thrown weapon with a range increment of 20 feet. He takes no additional penalties for using the weapon in this fashion.

Goblinkiller (Su): Beginning at 2nd level, the hammer of Moradin may imbue any warhammer with the goblinoid bane property as a move action. This ability may be used once per day, and the effect lasts a number of rounds equal to the hammer of Moradin's Charisma modifier.



Hammer of Moradin

Illustration by Wayne England

Hammer Return (Su): When the hammer of Moradin reaches 2nd level, any warhammer he throws gains the returning special ability. A returning warhammer flies through the air back to the hammer of Moradin, returning just before his next turn, so that it is ready to use again in that turn.

Catching the warhammer when it comes back is a free action. If the hammer of Moradin can't catch it, or if he has moved since throwing it, the warhammer drops to the ground in the square from which it was thrown.

Damage Reduction (Ex): At 3rd level, the hammer of Moradin gains damage reduction 2/—. His damage reduction increases to 4/— at 6th level, and to 6/— at 9th level.

Powerful Grip (Ex): At 3rd level, the hammer of Moradin gains a bonus equal to one-half his Strength bonus (rounded down) on damage rolls when wielding a warhammer in melee. Thus, his bonus on damage rolls with this weapon equals 1-1/2 times his Strength bonus when he wields it in one hand and twice his Strength bonus when he wields it in two hands.

Far Shot (Ex): At 4th level, the hammer of Moradin gains the benefit of the Far Shot feat when throwing his warhammer. This benefit increases the range increment for his thrown hammer to 30 feet.

Quake (Su): By striking his warhammer violently against the ground (a standard action), a 4th-level or higher hammer of Moradin creates a shock wave that violently shakes the earth in front of him. Each creature touching the ground in a 60-foot cone from the point of impact must make a successful Reflex save (DC 10 + hammer of Moradin level + hammer of Moradin's Str modifier) or be knocked prone.

Drowbasher (Su): When a 5th-level or higher hammer of Moradin uses the goblinkiller ability to imbue his warhammer with the goblinoid bane property, it also gains the drow bane property. This ability does not confer any additional uses per day of the goblinkiller ability and it does not extend the duration of the effect; it merely makes each use more versatile.

Power Strike (Su): At 5th level, the hammer of Moradin can strike his foe so hard that his blow leaves the opponent dazed. To use this ability, the hammer of Moradin makes a normal attack roll. (The player must declare that he is using this power before making the attack roll; thus, a miss ruins the attempt.) The attack deals normal damage if successful. In addition, any foe damaged by this attack must make a successful Fortitude saving throw (DC 10 + hammer of Moradin level + hammer of Moradin's Str modifier) or be dazed for 1 round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed. This ability is usable twice per day at 5th level and four times per day at 10th level.

Chaos Crusher (Su): At 7th level, the hammer of Moradin may imbue any warhammer with the axiomatic special ability as a move action. This ability may be used once per day, and the effect lasts a number of rounds equal to the hammer of Moradin's Charisma modifier.

Stalwart (Su): Hammers of Moradin are renowned for their ability to stand strong in the face of a hail of arrows, or wade into a throng of shrieking goblins and emerge untouched. At 7th level, the hammer of Moradin may add his base Will save modifier to his AC once per day as a free action. This benefit lasts for 1 round per hammer of Moradin level.

Giantslayer (Su): When an 8th-level or higher hammer of Moradin uses his goblinkiller ability, his warhammer gains the giant bane property in addition to the goblinoid bane and drow bane properties. This ability does not confer any additional uses per day of the goblinkiller ability and it does not extend the duration of the effect; it merely makes each use more versatile.

Thunder Strike (Ex): When the hammer of Moradin reaches 8th level, his blows are so mighty that armor not only offers little protection from them, but it also acts as a conduit for the force of the blow, causing his opponent even more pain. When wielding his warhammer, the hammer of Moradin gains a bonus on melee damage rolls equal to his foe's armor bonus (not including shield bonus or enhancement bonus). Thus, a hammer of Moradin striking a creature wearing a breastplate gains a +5 bonus on his damage roll.

Power Throw (Su): At 9th level, the hammer of Moradin can hurl his warhammer with such force that it plows on past creatures struck by it. When throwing his hammer, the hammer of Moradin makes a single ranged attack roll and checks the result against the AC of all creatures in a 60-foot straight line from his position. He then rolls damage against each creature that the weapon hits.

Bones of the Earth (**Sp**): When the hammer of Moradin reaches 10th level, he gains a powerful blessing from Moradin himself. This benefit functions like the *shadow walk* spell (caster level equals hammer of Moradin's divine caster level), except that rather than traveling along the edge of the Shadow Plane, the character travels along the edge of the Elemental Plane of Earth. Both the origin and destination points must be within 5 feet of solid, natural stone. This ability is usable once per day.

EX-HAMMERS OF MORADIN

A hammer of Moradin who violates his alignment or betrays either Citadel Adbar or the Hammers of Moradin as a whole loses all spell-like and supernatural abilities gained from this prestige class. He regains his abilities and advancement potential if he atones for his actions (see the *atonement* spell on page 201 of the *Player's Handbook*).

Harper Agent

The semisecret organization known as the Harpers has members scattered all across Faerûn. These individuals are dedicated to battling evil, discovering and preserving forgotten lore, and maintaining the balance between nature and civilization. Harper agents are the "field agents" of the Harper organization, acting directly to gather intelligence and eliminate threats to the greater good. Equally adept at operating alone or in small groups, Harper agents display a versatility that few others can match.

Bards are the most common candidates for the Harper agent prestige class, but they are by no means the only qualified characters. Rangers, rogues, sorcerers, and wizards all possess the diversity of skill and ability necessary to become Harper agents. Clerics, especially of Deneir, Lliira, and Tymora, are occasionally found in the ranks of this prestige class, as are druids and monks. Barbarians, fighters, and paladins rarely become Harper agents because they lack the subtlety for the work.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Harper agent, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Diplomacy 8 ranks, Knowledge ([any one region] local) 4 ranks, Sense Motive 2 ranks, Survival 2 ranks.

Feat: Negotiator.

Special: The candidate must be sponsored by a member in good standing of the Harpers and win approval from the High Harpers.

Harper agent

Illustration by Jeremy Jarvis

CLASS SKILLS

The Harper agent's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Survival (Wis), Swim (Str), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

TABLE 2–9: THE HARPER AGENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Harper knowledge	—
2nd	+1	+0	+0	+3	Deneir's eye; Lliira's heart	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Tymora's smile	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	*Lurue's voice*	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Mystra's boon	+1 level of existing spellcasting class

CLASS FEATURES

All the following are class features of the Harper agent prestige class.

Weapon and Armor Proficiency: Harper agents are proficient with all simple weapons and with light armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: Beginning at 2nd level, when a new Harper agent level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of Harper agent to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a Harper agent, he must decide to which class he adds each level of Harper agent for the purpose of determining spells per day and spells known.

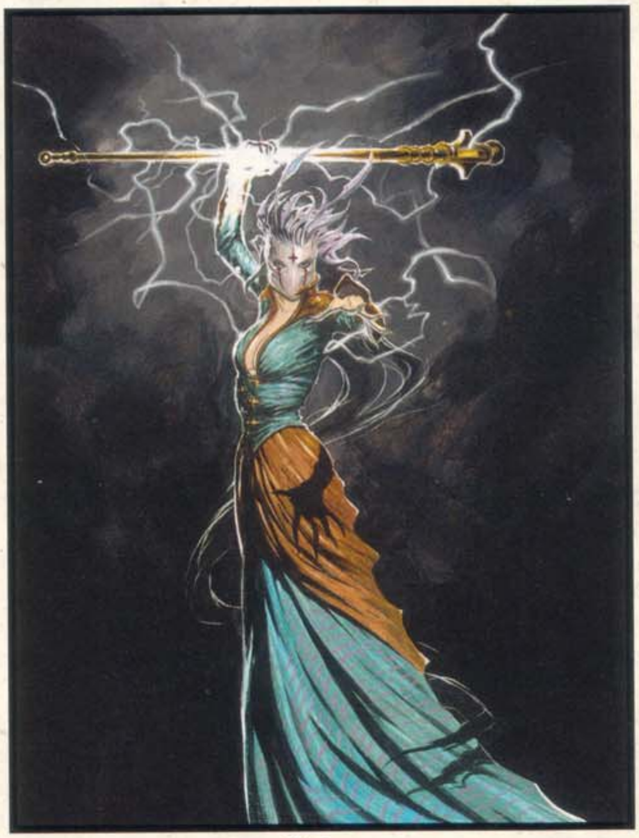


Illustration by Rafa Garres

Hathran

Harper Knowledge (Ex): At 1st level, the Harper agent can access knowledge in the same manner as a bard can. This ability functions like the bardic knowledge ability, except that the bonus for the check equals the character's Harper agent level + her Int modifier. If the Harper agent has another such lore ability from another source (such as bard or loremaster levels), his Harper agent levels stack with levels of all other classes that grant such an ability for the purpose of Harper knowledge checks.

Deneir's Eye (Su): At 2nd level, the Harper agent gains a +3 sacred bonus on saving throws against glyphs, runes, and symbols.

Lliira's Heart (Su): At 2nd level, the Harper agent gains a +2 sacred bonus on saving throws against compulsion and fear effects.

Tymora's Smile (Su): Beginning at 3rd level, a Harper agent gains a +2 luck bonus on any single saving throw of his choice once per day. This bonus can be added after the die is rolled and the success or failure of the save has been determined.

Lurue's Voice (Sp): At 4th level, the Harper agent may use *speak with animals* (caster level equals Harper agent level) three times per day.

Mystra's Boon (Su): At 5th level, the Harper agent gains a +2 sacred bonus on all saving throws against spells.

EX-HARPER AGENTS

Any Harper agent who violates the code of the Harpers, endangers other Harpers through negligence or deliberate action, or intentionally turns away from the Harpers quickly gains a reputation in the organization. Such an individual can no longer progress in the Harper agent prestige class. Furthermore, he can no longer use the Deneir's eye, Lliira's heart, *Lurue's voice*, Mystra's boon, or Tymora's smile abilities. A petition to the High Harpers, fulfillment of a suitable quest set by that group, and an *atonement* spell from a deity chosen by the High Harpers brings the former Harper agent back into good standing. Thereafter, he regains the use of all class abilities and may once again gain levels in the prestige class.

Hathran

In the distant and exotic land of Rashemen, a sisterhood of powerful spellcasters, both arcane and divine, battles to protect its people from the depredations of Thay and to guide their spiritual lives. These hathrans, or Witches of Rashemen, as they are more commonly known, are the power behind the throne in their homeland far to the east, and their mystical prowess there is extremely potent. Hathrans traveling outside Rashemen always wear masks to conceal their faces from the outside world.

Most hathrans are drawn from members of the sorcerer or cleric classes. Bards, wizards, and druids are rare but not unheard of among hathrans, but paladins and rangers are practically nonexistent within the sisterhood. Regardless of their original classes, hathrans consider rivalry between spellcasters to be utterly foolish, and they hold no grudge against any of their sisters for the origin of their spells.

Hit Die: d4.

REQUIREMENTS

To qualify to become a hathran, a character must fulfill all the following criteria.

Alignment: Lawful good, lawful neutral, or neutral good.

Table 2–10: The Hathran

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Leadership bonus, Rashemi spirit magic, taboo	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Spirit speech	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Awe of the wychlaran –2, universal spirit magic 1/day	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Spirit concordat	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	Circle leader	+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Universal spirit magic 2/day	+1 level of existing spellcasting class
7th	+3	+5	+2	+5	Awe of the wychlaran –4	+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Spirit dominion	+1 level of existing spellcasting class
9th	+4	+6	+3	+6	Universal spirit magic 3/day	+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Awe of the wychlaran –6, great circle leader	+1 level of existing spellcasting class

Gender: Female.

Region: Rashemen.

Skills: Knowledge (Rashemen local) 4 ranks.

Feats: Ethran, Leadership.

Spells: Able to cast 4th-level arcane or divine spells.

Patron Deity: Chauntea, Mielikki, or Mystra.

Special: The candidate must be a member in good standing of the Witches of Rashemen, and she may not possess any item creation feats other than Scribe Scroll.

Class Skills

The hathran's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Swim (Str), Speak Language (none), Spellcraft (Int), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the hathran prestige class.

Weapon and Armor Proficiency: Hathrans gain proficiency with the whip, but not with any other weapons, nor with any armor or shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new hathran level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class granted her access to 4th-level spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of hathran to the level of whatever other spellcasting class granted her access to 4th-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class that granted access to 4th-level spells before she became a hathran, she must decide to which class she adds each level of hathran for the purpose of determining spells per day and spells known.

Additionally, a small number of spells are added to the hathran's class list for any spellcasting classes in which she can cast 4th-level spells.

Leadership Bonus (Ex): Beginning at 1st level, the hathran gains a +2 bonus to her Leadership score for the purpose of recruiting a cohort, with the following restriction: The cohort must be Rashemi and must either be a female with the Ethran feat or a male with at least one level in barbarian.

Rashemi Spirit Magic (Ex): A hathran's training in the unique magic of her homeland gives her uncanny versatility. Beginning at 1st level, a hathran who prepares spells may choose to spontaneously cast any spell she knows in place of any spell of the same level that she has prepared, even if it is not on the same spell list as the substituted one. If the hathran normally does not prepare spells, she may instead utilize metamagic feats without the additional casting time normally required, though a spell so altered still uses up a higher-level spell slot, as normal. The hathran must be within the boundaries of Rashemen to use this ability, and there is no limit to the number of times she may do so.

Taboo: In Rashemi society, the crafting of magic items is left strictly to male spellcasters. With the exception of the Scribe Scroll feat, no hathran may select item creation feats.

Spirit Speech (Su): At 2nd level, the hathran gains the ability to speak to and understand any creature with the spirit subtype. This ability functions regardless of the language that the hathran and the spirit actually use to converse. The hathran also gains a +2 bonus on any Charisma-based skill or ability checks made when dealing with spirits.

Awe of the Wychlaran (Ex): At 3rd level, the hathran radiates such power and authority that her fellow Rashemi find it difficult to act against her. Any character from the Rashemen region whose character level is lower than or equal to that of the hathran takes a –2 penalty on attack rolls and opposed skill checks made against her. This penalty increases to –4 at 7th level and to –6 at 10th level.

Universal Spirit Magic (Ex): At 3rd level, the hathran's affinity for spirit magic is such that she can commune with spirits outside of Rashemen. Once per day, she may use her Rashemi spirit magic ability outside of Rashemen. The hathran can use this ability twice per day at 6th level and three times per day at 9th level.

Spirit Concordat (Ex): At 4th level, the hathran casts all spells in the *planar ally* spell chain at +1 caster level.

Circle Leader (Ex): At 5th level, the hathran can become a circle leader and act as the focus for Rashemi circle magic. See page 59 of the *FORGOTTEN REALMS Campaign Setting* for details on circle magic.

Spirit Dominion: At 8th level, the hathran casts all spells in the *planar binding* spell chain at +1 caster level.

Great Circle Leader (Ex): By the time the hathran reaches 10th level, she has mastered the art of circle magic and can lead a great circle. A great circle can have a total of nine assistants instead of five.

Hathran Spell List

The following spells are added to the hathran's class spell list for any arcane or divine spellcasting class that allows her access to 4th-level spells.

0 Level: *Naturewatch.*

1st Level: *Low-light vision, scatterspray.*

2nd Level: *Flame dagger, moonbeam, one with the land.*

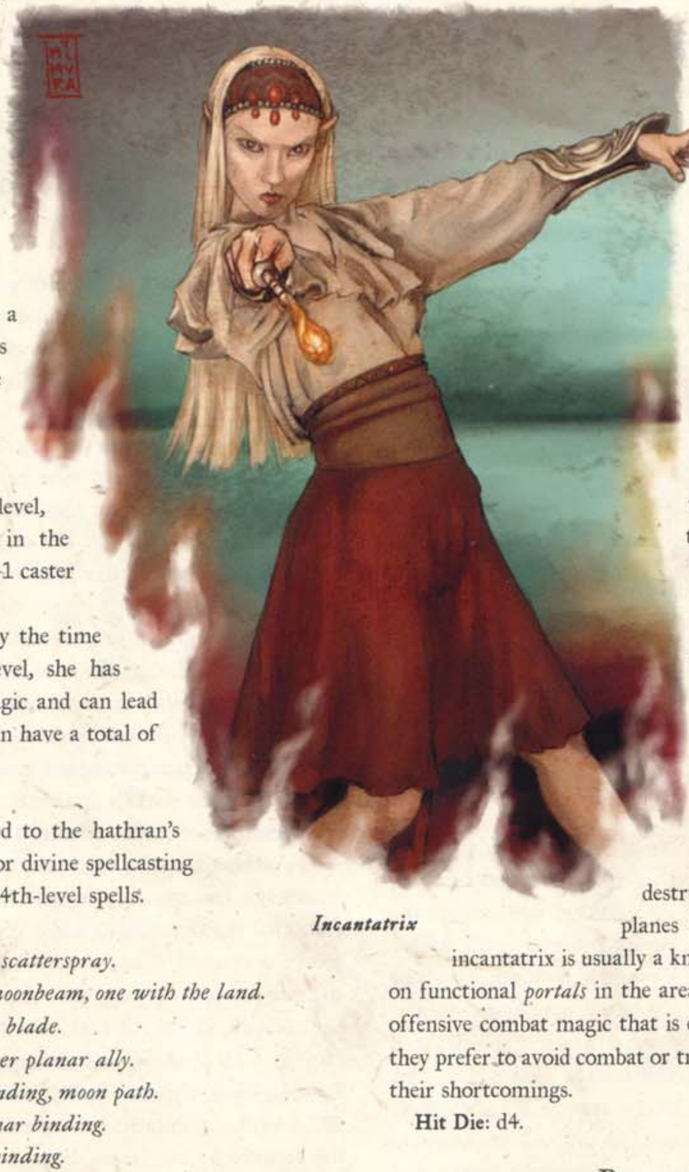
3rd Level: *Flashburst, moon blade.*

4th Level: *Land womb, lesser planar ally.*

5th Level: *Lesser planar binding, moon path.*

6th Level: *Planar ally, planar binding.*

8th Level: *Greater planar binding.*



Incantatrix

Illustration by Raven Mimura

EX-HATHRANS

A hathran who violates her alignment, commits an act of treason against Rashemen or the wychlaran, or takes any item creation feat except Scribe Scroll can no longer advance in the hathran prestige class. Furthermore, she loses the benefits of her Leadership bonus, Rashemi spirit magic, and other abilities of the prestige class that relate to Rashemi. An *atonement* spell cast by a cleric of an appropriate deity is sufficient to restore her class abilities and advancement potential. If the violation involved an item creation feat, the hathran must swear a solemn oath never to use the feat.

INCANTATRIX

Incantatrixes are the definitive practitioners of metamagic in Faerûn, devoting themselves to the study of spells and techniques that affect other spells. They deal with magic in its raw form, shaping it according to their own desires rather than any external laws of magic. They can apply their deep understanding of metamagic to alter spells their allies cast, spells they cast from wands or staffs, and even spells that have already been cast.

Most incantatrixes were previously skilled wizards or sorcerers, although a few bards also study this type of magic. Divine spellcasters rarely adopt this class—perhaps, as the incantatrixes say, because their magic is tinged with divine influence and therefore less "pure" than arcane magic. Most incantatrixes are female; the rare males who take up this class are known as incantatars.

Incantatrix NPCs usually act independently, but sometimes they join together to solve a common problem. Since they dislike extraplanar intrusions on the Material Plane, they see the destruction of active *portals* to other planes as their responsibility. Thus, an incantatrix is usually a knowledgeable source of information on functional *portals* in the area. Because incantatrixes have little offensive combat magic that is effective against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

Hit Die: d4.

REQUIREMENTS

To qualify to become an incantatrix, a character must fulfill all the following criteria.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Iron Will, any one metamagic feat.

Spellcasting: Able to cast 3rd-level arcane spells.

Special: The candidate cannot have abjuration as a prohibited school.

TABLE 2—11: THE INCANTATRIX

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Bonus metamagic feat, focused study	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Cooperative metamagic	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Metamagic effect	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Bonus metamagic feat	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Metamagic spell trigger	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Seize concentration	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Bonus metamagic feat, instant metamagic 1/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Snatch spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Instant metamagic 2/day	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Bonus metamagic feat, improved metamagic	+1 level of existing arcane spellcasting class

CLASS SKILLS

The incantatrix's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the incantatrix prestige class.

Weapon and Armor Proficiency: Incantatrixes gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new incantatrix level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever arcane spellcasting class granted her access to 3rd-level spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of incantatrix to the level of whatever other arcane spellcasting class granted her access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 3rd-level spells before she became an incantatrix, she must decide to which class she adds each level of incantatrix for the purpose of determining spells per day and spells known.

Bonus Metamagic Feat: At 1st level, and again at 4th, 7th, and 10th level, the incantatrix may select any metamagic feat as a bonus feat. She must meet any prerequisites for a feat in order to select it.

Focused Studies (Ex): At 1st level, the incantatrix gives up a school of magic so as to focus more on the remaining schools. She must choose a school of magic other than abjuration or divination as a prohibited school. This prohibited school is in addition to any others already chosen due to school specialization. Thus, a specialized wizard taking this prestige class has three prohibited schools instead of two.

Cooperative Metamagic (Su): At 2nd level, an incantatrix gains the ability to apply any metamagic feat she possesses (except Silent Spell, Still Spell, or Quicken Spell) to a spell being cast by a willing allied spellcaster. The caster need not prepare the spell in metamagic form or in a higher-level spell slot; the incantatrix simply modifies the spell during the casting. Using this ability is a standard action that provokes an attack of opportunity, just like casting a spell, though the incantatrix can use the Concentration skill with this ability as though she were casting defensively. The incantatrix must ready an action to use cooperative metamagic when her ally begins casting and must be adjacent to the caster. The incantatrix must make a Spellcraft check (DC 18 + [3 × modified spell level]) to succeed. "Modified spell level" is the level of the spell slot that the spell would occupy if it were prepared with the metamagic feat applied. Any spell level increases from metamagic feats that the caster applied also count toward the modified spell level. For example, if an incantatrix applies the Maximize Spell feat to an ally's *chain lightning* spell, the modified spell level is 9th (6th for the spell, +1 for the Maximize Spell feat), and the DC is 18 + (3 × 9) = 45. If she applies the same feat to an ally's silent *chain lightning* spell, the modified spell level is 10th and the Spellcraft DC is 48. An incantatrix can use this ability a number of times per day equal to 3 + her Int modifier.

Metamagic Effect (Su): At 3rd level, an incantatrix can attempt to apply a metamagic feat she possesses to a persistent spell effect that is already in place. For example, she could use Extend Spell to extend the duration of a *wall of force* or Maximize Spell to maximize the damage dealt by a *cloudkill*. To use this ability, the incantatrix must be adjacent to or within the spell effect and make a successful Spellcraft check (DC 18 + [3 × modified spell level]. "Modified spell level" is the level of the spell slot that the spell would occupy if it were prepared with the metamagic feat applied. Spell slot increases for metamagic feats that were applied to affect the spell's casting (such as Still Spell, Silent Spell, or Quicken Spell) do not count toward the modified spell level, but adjustments for metamagic that change the spell's effect (such as Empower Spell, Enlarge Spell, or Widen Spell) do count.

For example, applying the Extend Spell feat to a *wall of fire* gives it a modified spell level of 5th (4th for the spell +1 for the Extend Spell feat), so the DC would be 18 + (3 × 5) = 33. If the *wall of fire* had been cast with the Silent Spell feat applied, the DC is still 33, since that feat applies to the spell's casting, not its effect. On the other hand, extending an empowered *wall of fire* would give it a modified spell level of 7th and a Spellcraft DC of 39.

An incantatrix can use this ability a number of times per day equal to 3 + her Int modifier. Using this ability is a full-round action that provokes attacks of opportunity.

Metamagic Spell Trigger (Su): At 5th level, an incantatrix gains the ability to apply a metamagic feat she possesses to the effect of a spell trigger item (generally a wand). To use this ability, she must have the appropriate item creation feat to make the spell trigger item she is using. Using metamagic spell trigger expends a number of additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell. For example, an incantatrix can use Quicken Spell to modify a spell cast from a wand by spending 5 charges (1 + 4 additional charges for the spell slot increase). Alternatively, she can apply Empower Spell to the effect by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item.

An incantatrix cannot use this ability when using a spell trigger item that does not have charges, such as a *strand of prayer beads.*

Seize Concentration (Su): At 6th level, an incantatrix gains the ability to wrest control of a spell that requires concentration (such as *implosion, major image,* or *summon swarm*) from another spellcaster within 30 feet. If the target spellcaster is willing, this transfer of concentration occurs automatically. Otherwise, the incantatrix and the target spellcaster make an opposed caster level check. A divine spellcaster receives a +2 bonus on this check. If the incantatrix wins, she gains control of the spell for as long as she maintains concentration or until the original spell duration expires. The spell functions as though the incantatrix were the caster (even if it is a spell she cannot cast), except that any variables determined when the spell was cast (including its caster level) remain as determined by the original caster. The original spellcaster can be affected by his own spell, though he receives a +2 circumstance bonus on any saving throw allowed against it. If the incantatrix allows her concentration to lapse before the spell duration expires, the original caster may reassert control over his spell by making a successful caster level check (DC 15 + spell level). If he fails to do so, no one controls the spell.

Instant Metamagic (Su): Once per day, a 7th-level or higher incantatrix can apply a single metamagic feat she possesses to a spell without preparing it that way beforehand (if she prepares spells) or increasing its casting time (if she does not prepare spells). Thus, a wizard's prepared spell works as if she had prepared it with the metamagic feat, but it does not use a higher-level spell slot. A sorcerer or bard's spell is cast without adjusting its casting time, but it works as if he had cast it with the metamagic feat. A 9th-level incantatrix can use this power twice per day.

Snatch Spell (Su): At 8th level, an incantatrix can attempt to seize control over a persistent effect created by another spellcaster. The effect must be one that does not depend on concentration but still relies on or responds to the caster's control (such as a *summon monster* spell or *spiritual weapon,* but not a *wall of fire* or *acid fog*). Furthermore, the effect (but not necessarily the spellcaster) must be within 30 feet of the incantatrix. The target spellcaster and the incantatrix make an opposed caster level check. A divine spellcaster receives a +2 bonus on this check. If the incantatrix wins, she gains control of the spell until its original duration expires. The spell functions as though the incantatrix had cast it, except that any variables determined when the spell was cast (including its caster level) remain as determined by the caster. The original caster can be affected by his own spell, though he receives a +2 circumstance bonus on any saving throw allowed against it. If the spell is dismissible and the incantatrix wishes to dismiss it, she must make a second successful opposed caster level check to do so. If she fails, the spell remains in effect and control reverts to the original caster.

Improved Metamagic (Su): At 10th level, an incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the required increase in spell level (if any) is reduced by one (minimum +1 spell level). For example, a wizard incantatrix could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

This benefit also applies to the incantatrix's other class abilities. Thus, the DC for using her metamagic effect or cooperative metamagic ability is reduced appropriately for the metamagic feats involved, and she spends fewer charges when using metamagic spell trigger.

Justiciar of Tyr

As servants of the god of justice, priests of Tyr are expected to be paragons of law and order who embody the principles espoused by the Maimed God at all times. Justiciars are the very elite of Tyr's mortal servants, and they act as living embodiments of their god's portfolio. They battle lawlessness and injustice with the same fervor that paladins battle evil, neither asking nor giving quarter in their quest to bring perfect, utopian order to Faerûn. Some individual justiciars are permanently stationed in large cities with a strong Tyrran presence to serve as judges or magistrates. Others are assigned to travel frontier regions such as the North and establish law and civil order in the small towns that dot the wild lands of Faerûn. High-level justiciars sometimes travel to the planes of Chaos to strike directly against outsiders such as slaadi or demons.

Clerics and paladins make up the vast majority of justiciars, but a fair number come from the ranks of multiclass fighter/clerics, and a few were rangers before taking up the prestige class. Rogue/cleric justiciars are very rare, but not completely unknown. Multiclass monks, sorcerers, and wizards, however, are all but unheard of among the ranks of the justiciars. Because of alignment restrictions, barbarians, bards, and druids are never justiciars of Tyr.

Paladins of Tyr may freely multiclass as justiciars of Tyr.

Hit Die: d8.

REQUIREMENTS

To qualify to become a justiciar of Tyr, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +5.

Skills: Diplomacy 7 ranks, Knowledge ([any one region] local) 4 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells.

Patron Deity: Tyr.

CLASS SKILLS

The justiciar of Tyr's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the justiciar of Tyr prestige class.

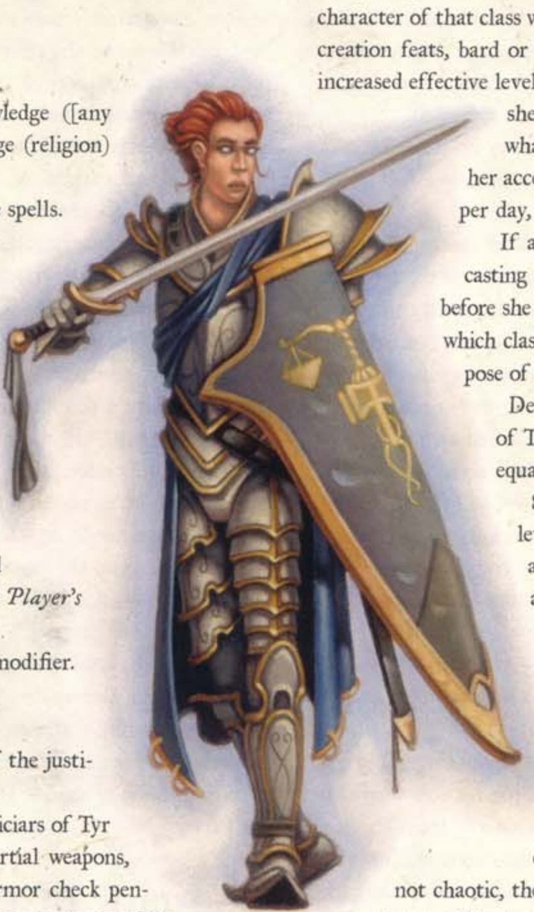
Weapon and Armor Proficiency: Justiciars of Tyr are proficient with all simple and martial weapons, but not with any armor or shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new justiciar of Tyr level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 2nd-level spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of justiciar to the level of whatever other divine spellcasting class granted her access to 2nd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 2nd-level spells before she became a justiciar of Tyr, she must decide to which class she adds each level of justiciar for the purpose of determining spells per day and spells known.

Detect Chaos (Sp): At 1st level, the justiciar of Tyr may use *detect chaos* at will (caster level equals justiciar of Tyr's divine caster level).

Smite Anarchy (Su): Once per day, a 1st-level justiciar of Tyr may attempt to smite a chaotic opponent with one normal melee attack. She adds her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per justiciar of Tyr level. For example, a 4th-level justiciar of Tyr armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high strength or magical effects that normally apply. If a justiciar of Tyr accidentally smites a creature that is not chaotic, the smite has no effect but is still used up for that day. The justiciar can use this ability twice per day at 5th level and three times per day at 10th level.



Justiciar of Tyr

Illustration by Ben Thompson

TABLE 2–12: THE JUSTICIAR OF TYR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	*Detect chaos*, smite anarchy 1/day	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Bureaucratic knowledge	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Axiomatic spellcasting +1	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	*Detect lie*	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Maimed god's boon, smite anarchy 2/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Order's calm	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Blade of justice	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Axiomatic spellcasting +2	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Aura of absolute law, smite anarchy 3/day	+1 level of existing divine spellcasting class

Bureaucratic Knowledge (Ex): Although battling the forces of chaos is one of the primary functions of the justiciar, she is also expected to have a thorough grasp of legal processes in civilizations all across Faerûn. Beginning at 2nd level, the character gains a bonus equal to her justiciar of Tyr level on all Knowledge and Gather Information checks related to laws or legal proceedings (such as recalling whether carrying weapons is illegal in a certain city or researching proper courtroom etiquette). She also gains the same bonus on Charisma-based skill or ability checks made to argue legal matters.

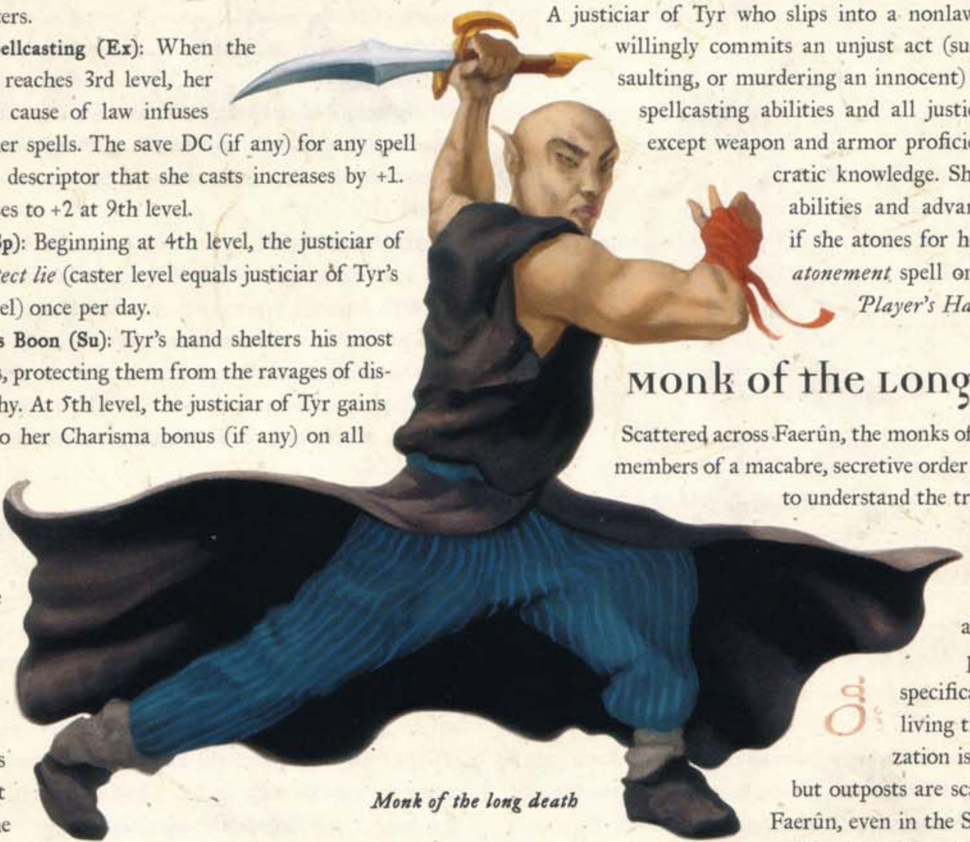
Axiomatic Spellcasting (Ex): When the justiciar of Tyr reaches 3rd level, her devotion to the cause of law infuses and empowers her spells. The save DC (if any) for any spell with the lawful descriptor that she casts increases by +1. This increase rises to +2 at 9th level.

Detect Lie **(Sp)**: Beginning at 4th level, the justiciar of Tyr may use *detect lie* (caster level equals justiciar of Tyr's divine caster level) once per day.

Maimed God's Boon (Su): Tyr's hand shelters his most faithful servants, protecting them from the ravages of disorder and anarchy. At 5th level, the justiciar of Tyr gains a bonus equal to her Charisma bonus (if any) on all saving throws against spells with the chaotic descriptor and against the spell-like and supernatural abilities of chaotic outsiders. This bonus stacks with that provided by the paladin's divine grace ability. (Thus, a paladin/justiciar adds her Charisma bonus twice to saving throws against chaotic effects.)

Order's Calm (Su): Once per day with her touch, a justiciar of at least 7th level may negate any of the following effects: *heroism, rage, symbol of insanity,* any fear effect, or a barbarian's rage ability. To use this ability on an unwilling target, the justiciar must make a successful melee touch attack, and the target receives a Will save (DC 10 + 1/2 justiciar of Tyr level + justiciar of Tyr's Cha modifier) to avoid the effect.

Blade of Justice (Su): At 8th level, the justiciar of Tyr may imbue her melee weapon with the raw power of justice. Once per day per point of Charisma bonus (minimum once per day), the justiciar may cause any melee weapon she is currently wielding to behave as an *axiomatic* weapon (dealing an extra 2d6 points of damage against chaotic foes). If the justiciar's weapon already has this enhancement, it gains no further benefit. Each usage of this ability is a free action, and the effect lasts for 1 round.



Monk of the long death

Illustration by Randy Gallegos

Aura of Absolute Law (Su): Upon attaining 10th level, the justiciar of Tyr has proven herself such a shining beacon of order and justice that chaos cannot stand against her. She is surrounded by a constant *dispel chaos* effect at all times. Driving a chaotic outsider back to its home plane or dispelling a chaotic enchantment spell temporarily discharges and ends this effect, but the justiciar may reactivate it as a free action on her next turn.

EX-JUSTICIARS OF TYR

A justiciar of Tyr who slips into a nonlawful alignment or willingly commits an unjust act (such as robbing, assaulting, or murdering an innocent) loses access to her spellcasting abilities and all justiciar class features except weapon and armor proficiencies and bureaucratic knowledge. She regains her lost abilities and advancement potential if she atones for her actions (see the *atonement* spell on page 201 of the *Player's Handbook*).

Monk of the Long Death

Scattered across Faerûn, the monks of the long death are members of a macabre, secretive order of scholars seeking to understand the true nature of death. They do not care about the soul or the afterlife—only about the actual process of death, specifically its effects on living tissue. Their organization is strongest in Thay, but outposts are scattered throughout Faerûn, even in the Silver Marches.

Monks make up the majority of the candidates for this prestige class, but clerics of the dark gods of death (such as Velsharoon, Kiaransalee, and even the dead god Myrkul) are fairly common as well. Necromancers, assassins, and other characters who are fascinated with death round out the order's numbers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a monk of the long death, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Craft (alchemy) 5 ranks, Craft (poisonmaking) 7 ranks, Heal 3 ranks, Knowledge (arcana) 8 ranks.

Base Will Save Bonus: +5.

Special: The candidate must be inducted into the monks of the long death via a secret ceremony consisting of various morbid and hideous acts designed to test his resolve.

CLASS SKILLS

The monk of the long death's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Forgery (Int), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Speak Language (none), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

TABLE 2–13:
THE MONK OF THE LONG DEATH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Deathguard +1, monk abilities, poison use
2nd	+1	+0	+3	+3	Macabre shroud
3rd	+2	+1	+3	+3	*Death knell*, deathguard +2
4th	+3	+1	+4	+4	—
5th	+3	+1	+4	+4	Deathguard +3
6th	+4	+2	+5	+5	Death attack
7th	+5	+2	+5	+5	Deathguard +4
8th	+6	+2	+6	+6	—
9th	+6	+3	+6	+6	Deathguard +5
10th	+7	+3	+7	+7	Death touch

CLASS FEATURES

All the following are class features of the monk of the long death prestige class.

Weapon and Armor Proficiency: Monks of the long death gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Deathguard (Ex): At 1st level, the monk of the long death gains a +1 bonus on saving throws against death effects. This bonus increases by 1 at every odd-numbered level (to +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Monk Abilities (Ex): A monk of the long death has the unarmed damage, AC bonus, and unarmored speed bonus of a monk whose level is equal to his monk of the long death level (see Table 3–10: The Monk on page 40 of the *Player's Handbook*). If he also has monk levels, his levels in the two classes stack for the purpose of determining these abilities.

Poison Use: Monks of the long death are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Macabre Shroud (Ex): Monks of the long death are disturbing and even frightening to most people, so those who see them tend to forget them as quickly as possible. When a monk of the long death reaches 2nd level, the DC of any Gather Information, bardic knowledge, or similar check made to learn about him increases by an amount equal to his monk of the long death level.

Death Knell (Sp): At 3rd level, a monk of the long death may use *death knell* once per day (caster level equals monk of the long death level).

Death Attack (Ex): At 6th level, the monk of the long death gains the ability to make a death attack. This ability functions like the assassin ability of the same name, except that the save DC is 10 + monk of the long death level + the monk of the long death's Int modifier (see page 180 of the *Dungeon Master's Guide* for more information).

If the monk of the long death also has the death attack ability from another class (such as assassin), levels of that class stack with his monk of the long death levels for the purpose of determining the save DC.

Death Touch (Su): Once per day, a 10th-level monk of the long death may make a death touch attack. This ability functions like the Death domain's granted power, except that the required die roll is 1d6 per monk of the long death level.

If the monk of the long death also has the death touch ability from another class (such as cleric), levels of that class stack with his monk of the long death levels for the purpose of determining the save DC.

EX-MONKS OF THE LONG DEATH

Any monk of the long death who betrays the secrets of the order, or even attempts to leave the organization, immediately becomes the target of assassins. These assassins begin with a EL equal to the monk of the long death's character level (whether a single assassin of the same level, or several of lower levels), but each failed assassination attempt increases the EL of the next group sent out by 1. If the former monk of the long death survives an assassination attempt by a group with an EL 5 higher than his character level, the monks of the long death stop wasting their resources on him.

Morninglord of Lathander

The Church of Lathander is well known and highly respected across Faerûn. A large part of that respect comes from Lathander's elite priests, who are known as the morninglords. Morninglords are, in many ways, the epitome of the classical cleric archetype—they are kindly healers and advisors, stalwart protectors, and implacable foes of the undead. Because morninglords believe it is their duty to bring Lathander's light to all the dark places of the world, they often travel the breadth of Faerûn, preaching the glories of their god to any who will listen and smiting his foes wherever they appear.

Clerics comprise the majority of morninglord candidates, but paladins of Lathander frequently hear the calling as well. Multiclass fighters, and more rarely rangers, sometimes join the ranks of the morninglords as well, but other classes are very rare.

Paladins of Lathander can freely multiclass as morninglords of Lathander.

Hit Die: d8.

REQUIREMENTS

To qualify to become a morninglord of Lathander, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Craft (any) 4 ranks, Diplomacy 7 ranks, Knowledge (religion) 8 ranks, Perform (any) 2 ranks.

Feat: Improved Turning.

Spells: Able to cast 3rd-level divine spells, one of which must be *daylight.*

Patron Deity: Lathander.

CLASS SKILLS

The morninglord of Lathander's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All the following are class features of the morninglord of Lathander prestige class.

Weapon and Armor Proficiency: Morninglords of Lathander gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new morninglord of Lathander level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class granted her access to 3rd-level spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of morninglord of Lathander to the level of whatever other divine spellcasting class granted her access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 3rd-level spells before she became a morninglord of Lathander, she must decide to which class she adds each level of morninglord for the purpose of determining spells per day and spells known.

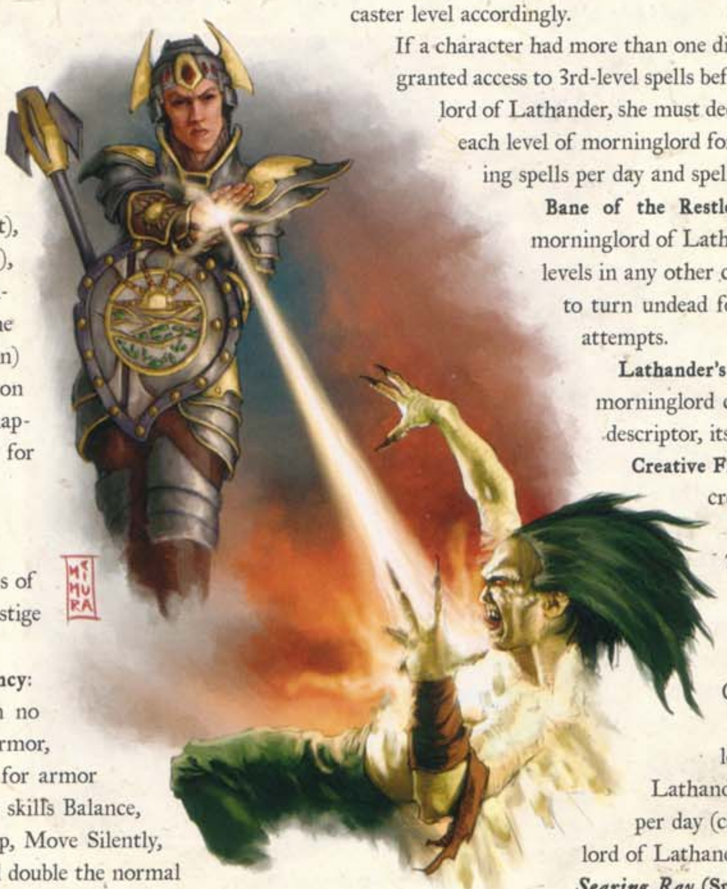
Bane of the Restless (Ex): The character's morninglord of Lathander levels stack with her levels in any other class that grants the ability to turn undead for the purpose of turning attempts.

Lathander's Light (Su): Whenever a morninglord casts a spell with the light descriptor, its area is doubled.

Creative Fire (Ex): Morninglords are creative, expressive people, much like their god. At 2nd level, the character gains a bonus equal to her morninglord of Lathander level on all Craft and Perform checks.

***Daylight* (Sp):** At 3rd level, the morninglord of Lathander may use *daylight* once per day (caster level equals morninglord of Lathander's divine caster level).

***Searing Ray* (Sp):** A 4th level, a morninglord of Lathander may use *searing ray* once per day (caster level equals morninglord of Lathander's



Morninglord of Lathander

Illustration by Raven Mimura

TABLE 2–14: THE MORNINGLORD OF LATHANDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Bane of the restless, Lathander's light,	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Creative fire	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	*Daylight*	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	*Searing ray*	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Greater turning 1/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Blessing of dawn	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Maximize turning	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Rejuvenation of morn	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Greater turning 2/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Aura of radiance	+1 level of existing divine spellcasting class

divine caster level). If this ability is used against undead, the damage increases as if the Empower Spell feat had been applied.

Greater Turning (Su): Once per day, a morninglord of at least 5th level may use greater turning. This ability functions like the granted power of the Sun domain. At 9th level, she may use this ability twice per day. If the morninglord of Lathander already has access to the Sun domain, she gains an extra use per day of greater turning at 5th level and at 9th level.

Blessing of Dawn (Su): The sight of the morning sun is an inspirational vision for all morninglords.

Beginning at 6th level, a morninglord of Lathander gains a +2 morale bonus on Will saves from sunrise until noon. This ability is in effect only while she can see the sun; the effect is suppressed any time she is deprived of the sight of it during this period.

Maximize Turning (Su): Once per day, a morninglord of at least 7th level can automatically achieve the maximum possible result on a turning damage roll.

Rejuvenation of the Morn (Su): Dawn is a powerful symbol of rebirth and renewal. Once per tenday, a morninglord of at least 8th level may spend one uninterrupted hour before dawn praying to Lathander. As soon as the sun rises after this prayer ritual, she gains one benefit of her choice from the following list.

- Healing up to full normal hit points (self only).
- Removal of any poisons or diseases (self only). This effect does not restore ability damage or ability drain caused by poison or disease.
- Full restoration of ability damage due to one poison or disease.

If the morninglord's prayers are interrupted for even a single round, the attempt is ruined, and she must wait a full tenday to try again.

Aura of Radiance (Su): When the morninglord of Lathander reaches 10th level, the light of Lathander shines perpetually upon her. No matter how dark it is, the morninglord sees as though the conditions were identical to the outdoors at sunrise. This ability functions like darkvision out to 60 feet, except that the morninglord sees in color. The morninglord also gains a +2 sacred bonus on saving throws against spells with the darkness descriptor and a +2 sacred bonus to Armor Class against attacks from undead creatures.

Purple dragon knight

Illustration by Marko Djurdjevic

Purple Dragon Knight

The famed Purple Dragons make up the bulk of Cormyr's standing army. These highly trained soldiers, coupled with the fearsome War Wizards of Cormyr, have defended the Forest Kingdom from all manner of threats, from savage humanoids to the mysterious shades. The Purple Dragon knight, one of the army's high-ranking officers, can command from ten to a hundred or more soldiers on the battlefield. Being awarded the rank of Purple Dragon knight is a great honor for any Cormyrian.

Fighters, rangers, and paladins make up the majority of the Purple Dragon knights, but a few are bards, clerics, or rogues. Sorcerers and wizards, while not outright forbidden from joining the Purple Dragons, almost always join the War Wizards, Cormyr's elite brigade of combat-trained spellcasters, instead. Barbarians, druids, and monks seldom join the ranks of the Purple Dragon knights, being either too undisciplined or too uncivilized.

Having levels in this prestige class implies at least a nominal degree of military service in Cormyr, and thus the class might not be appropriate for all campaigns.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Purple Dragon knight, a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Region: The candidate must have Cormyr as his home region or have 8 ranks in Knowledge (Cormyr local).

Base Attack Bonus: +4.

Skills: Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

Feats: Leadership, Mounted Combat.

Special: The candidate must be a member of the Purple Dragons.

CLASS SKILLS

The Purple Dragon knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (Cormyr local) (Int), Knowledge (tactics) (Int), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

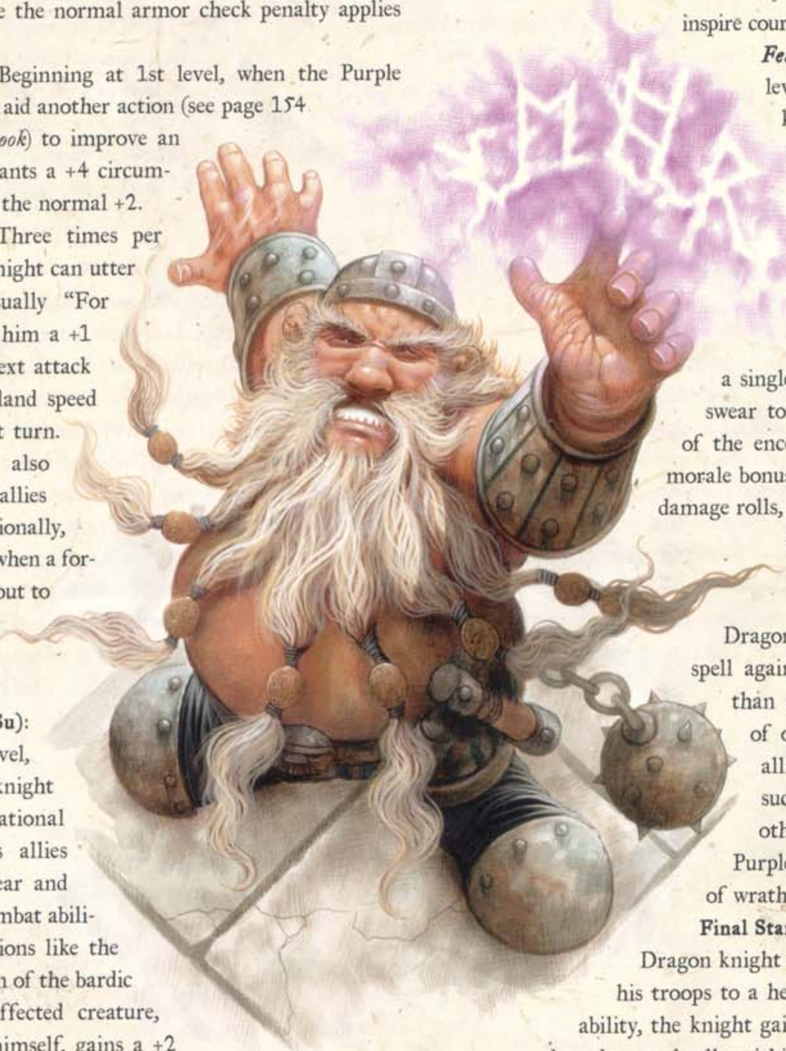
CLASS FEATURES

All the following are class features of the Purple Dragon knight prestige class.

Weapon and Armor Proficiency: Purple Dragon knights gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Heroic Shield (Ex): Beginning at 1st level, when the Purple Dragon knight uses the aid another action (see page 154 of the *Player's Handbook*) to improve an ally's AC, his effort grants a +4 circumstance bonus instead of the normal +2.

Rallying Cry (Su): Three times per day, a Purple Dragon knight can utter a powerful shout (usually "For Cormyr!") that grants him a +1 morale bonus on his next attack roll and increases his land speed by 5 feet until his next turn. These same benefits also extend to each of his allies within 60 feet. Traditionally, the rallying cry is used when a formation of soldiers is about to charge. Rallying cry is a mind-affecting ability.



Runecaster

Illustration by Wayne England

Inspire Courage (Su): Once per day at 2nd level, the Purple Dragon knight can make an inspirational speech to bolster his allies and himself against fear and improve the group's combat abilities. This ability functions like the inspire courage function of the bardic music ability. Each affected creature, including the knight himself, gains a +2 morale bonus on saving throws against *charm* or fear effects and a +1 morale bonus on attack and weapon damage rolls. To gain these benefits, an ally must hear the Purple Dragon knight speak for 1 full round. The effect lasts as long as the ally can hear the knight speak and for 5 rounds afterward. While speaking, the Purple Dragon knight can fight, but he cannot cast spells or activate magic items by either spell completion (such as scrolls) or command word (such as wands).

TABLE 2–15: THE PURPLE DRAGON KNIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Heroic shield, rallying cry
2nd	+2	+3	+0	+0	Inspire courage 1/day
3rd	+3	+3	+1	+1	*Fear*
4th	+4	+4	+1	+1	Inspire courage 2/day, oath of wrath
5th	+5	+4	+1	+1	Final stand

At 4th level, the Purple Dragon knight may inspire courage one additional time per day.

***Fear* (Sp)**: Once per day, a 3rd-level or higher Purple Dragon knight may evoke a *fear* effect that functions like the spell of the same name (caster level equals Purple Dragon knight's character level).

Oath of Wrath (Su): At 4th level, the Purple Dragon knight may select a single opponent within 60 feet and swear to defeat him. For the duration of the encounter, the knight gains a +2 morale bonus on melee attack rolls, weapon damage rolls, saving throws, and skill checks made against the challenged target. The effect is negated immediately if the Purple Dragon knight attacks or targets a spell against any hostile creature other than the challenged target. Attacks of opportunity and spells cast on allies do not count, nor do spells such as *fireball* that may catch other creatures in their areas. The Purple Dragon knight can use oath of wrath once per day.

Final Stand (Su): Once per day, a Purple Dragon knight of at least 5th level can inspire his troops to a heroic effort. When he uses this ability, the knight gains 2d10 temporary hit points, and so does each ally within 10 feet of him. This ability can affect a maximum number of creatures equal to the character's Purple Dragon knight level + the Purple Dragon knight's Cha modifier, and the effect lasts for an equal number of rounds.

RUNECASTER

Though originally developed by the dwarves and giants, the ability to create runes of power has spread far beyond the hills and mountains. Those who choose to master this ability, known as runecasters, can create incredibly potent symbols that last for multiple uses and can be triggered without so much as a touch. An established runecaster's belongings are usually adorned with many

TABLE 2–16: THE RUNECASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Rune craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune craft +3	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Improved runecasting	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Rune power +3	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Rune chant	+1 level of existing divine spellcasting class

runes, which make them not only impressive-looking items, but also true threats to thieves.

Since a majority of those who practice this technique are dwarves and giants, it is not surprising that most runecasters come from the cleric or adept class. Some rangers and paladins have also chosen to become runecasters, particularly since the Thunder Blessing has resulted in many young dwarves leaving home to explore the wilderness. A few rare druids have chosen the path of the runecaster as well, although generally only in places where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, protect lairs of threatened animals, and defend natural refuges.

Hit Die: d8.

REQUIREMENTS

To qualify to become a runecaster, a character must fulfill all the following criteria.

Skills: Spellcraft 8 ranks, Craft (calligraphy, gemcutting, metalworking, stonecarving, or woodcarving) 8 ranks.

Feat: Inscribe Rune.

Spells: Able to cast 3rd-level divine spells.

CLASS SKILLS

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the runecaster prestige class.

Weapon and Armor Proficiency: Runecasters gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new runecaster level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class granted him access to 3rd-level spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class granted him access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class that granted access to 3rd-level spells before he became a runecaster, he must decide to which class he adds each level of runecaster for the purpose of determining spells per day and spells known.

Rune Craft (Ex): At 1st level, the runecaster gains a +1 bonus on Craft checks made to inscribe runes. This bonus increases to +2 at 4th level and to +3 at 7th level.

Number of Uses or Trigger Method	Base Price	Runecaster Level^2
One	Spell level^1 × caster level × 50 gp	—
Charges^3	Spell level^1 × caster level × charges × 50 gp	3rd
Charges per day^3	Spell level^1 × caster level × charges × 400 gp	8th
Permanent (until dispelled)^4	Spell level^1 × caster level × 2,000 gp	8th
Works when touched	Base cost	—
Works when read or passed	Base cost × 2	3rd

1 A 0-level spell counts as 1/2 level.

2 The minimum runecaster level to inscribe a rune of this type. "—" indicates the default ability granted by the Inscribe Rune feat.

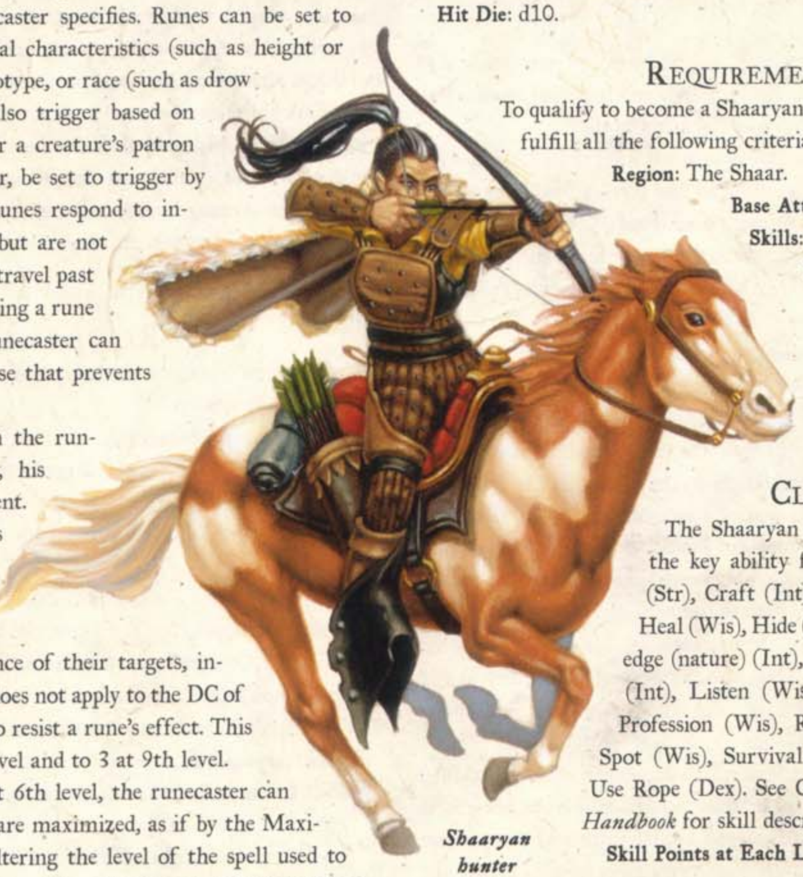
3 If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

4 If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

Improved Runecasting (Su): As a runecaster rises in level, he gains the ability to create runes that function more than once and have different kinds of triggers. These extra features increase the cost of the rune, as shown on the table.

Works When Read or Passed: Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune. Passing through any portal that bears a rune counts as "passing" it. To affect a target, a rune must have an unbroken line of effect to it and be within 30 feet of it.

A rune that is triggered when passed can be set for almost any special condition the runecaster specifies. Runes can be set to trigger according to physical characteristics (such as height or weight) or creature type, subtype, or race (such as drow or aberration). They can also trigger based on good, evil, law, or chaos, or a creature's patron deity. They cannot, however, be set to trigger by class, Hit Dice, or level. Runes respond to invisible creatures normally but are not triggered by creatures that travel past them ethereally. When placing a rune with a "pass" trigger, a runecaster can specify a password or phrase that prevents the rune from triggering.



Shaaryan hunter

Illustration by Ben Thompson

Rune Power (Ex): When the runecaster reaches 2nd level, his runes become more potent. The DC for all attempts to erase, dispel, or disable his runes, and for caster level checks to overcome the spell resistance of their targets, increases by 1. This increase does not apply to the DC of the saving throw (if any) to resist a rune's effect. This increase rises to 2 at 5th level and to 3 at 9th level.

Maximize Rune (Ex): At 6th level, the runecaster can create runes whose effects are maximized, as if by the Maximize Spell feat, without altering the level of the spell used to create the rune. Maximizing a rune adds 5 to the DC of the Craft check required to inscribe it.

Rune Chant (Ex): A 10th-level runecaster may cast any divine spell to which he has access at +1 caster level by tracing a rune in the air as an extra somatic component. For spells with a casting time of 1 action, using this ability increases the casting time to 1 full round. The casting time for all other spells increases by 1 round when rune chant is used. This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

SHAARYAN HUNTER

Though they almost never leave their homeland, Shaaryans have a reputation as wily bandits, masterful horsemen, and uncanny hunters. While allegations of banditry are not universally true, nearly every able-bodied Shaaryan is a capable rider, and a goodly number of them are indeed trackers and hunters of no small skill. On the backs of their swift horses, Shaaryan hunters can run down even the fastest prey and either spear it with a lance or pelt it with arrows from horseback. Most Shaaryan hunters stay within their homeland, providing food and materials for their tribes, but a rare few venture out into Faerûn to seek adventure. Such nomads usually become wilderness guides or bounty hunters.

Rangers and barbarians make up the majority of Shaaryan hunter candidates, but rogues are reasonably common as well. Druids very rarely take up the life of the hunter, and members of the other classes almost never have the wilderness survival skills necessary for the prestige class.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Shaaryan hunter, a character must fulfill all the following criteria.

Region: The Shaar.

Base Attack Bonus: +5.

Skills: Handle Animal 4 ranks, Ride 6 ranks, Survival 8 ranks.

Feats: Animal Affinity, Mounted Archery, Mounted Combat, Track.

CLASS SKILLS

The Shaaryan hunter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Knowledge (Shaar local) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

TABLE 2–17: THE SHAARYAN HUNTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Ride bonus +2
2nd	+2	+3	+3	+0	Mounted tracking (half speed)
3rd	+3	+3	+3	+1	Burst of speed
4th	+4	+4	+4	+1	Mounted accuracy +2, ride bonus +4
5th	+5	+4	+4	+1	Spirited Charge
6th	+6	+5	+5	+2	Mounted tracking (full speed)
7th	+7	+5	+5	+2	Long riding, ride bonus +6
8th	+8	+6	+6	+2	Born in the saddle
9th	+9	+6	+6	+3	Mounted accuracy +4
10th	+10	+7	+7	+3	Ride bonus +8

CLASS FEATURES

All the following are class features of the Shaaryan hunter prestige class.

Weapon and Armor Proficiency: Shaaryan hunters gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Ride Bonus (Ex): At 1st level, the Shaaryan hunter gains a +2 competence bonus on Ride checks. This bonus increases to +4 at 4th level, to +6 at 7th level, and to +8 at 10th level.

Mounted Tracking (Ex): Shaaryan hunters are skilled at following tracks from horseback. Beginning at 2nd level, a Shaaryan hunter may move at one-half her mount's base speed without taking penalties on Survival checks made to track. At 6th level, she may move at her mount's full speed while tracking with no penalty on checks made to track.

Burst of Speed (Ex): Beginning at 3rd level, the Shaaryan hunter can urge her mount to move at double its normal speed for 1 round. During this round, the mount charges at double the new speed and runs at quadruple the new speed. This ability is usable once per day without danger to the mount. If the Shaaryan hunter attempts to use the ability a second time in the same day, her mount must make a successful Fortitude save (DC 20) or take 1d6 points of damage. Each additional time she uses the ability in the same day, her mount must make a new Fortitude save at the same DC, and the damage increases by 1d6 points over that for the previous attempt. Thus, the third use of this ability in one day deals 2d6 points of damage, the fourth use deals 3d6 points of damage, and so on.

Mounted Accuracy (Ex): Shaaryan hunters are almost as skilled as the legendary Tuigan Horde when firing a bow from horseback. Beginning at 4th level, the Shaaryan hunter gains a +2 competence bonus on ranged attack rolls made from horseback. When she reaches 9th level, this bonus increases to +4.

Spirited Charge (Ex): At 5th level, the Shaaryan hunter receives Spirited Charge as a bonus feat if she does not already have it. She need not meet the prerequisites for this feat.

Long Riding (Ex): At 7th level, the Shaaryan hunter has learned how to coax extra endurance from her mount so that she can ride longer and at a higher average speed. When traveling overland, her mount moves at 150% of its normal overland speed. This ability does not increase the creature's speed in combat.

Born in the Saddle (Ex): When the Shaaryan hunter reaches 8th level, her mastery of horsemanship enables her to perform unbelievable stunts. Once per day while mounted, she may elect to make a Ride check in place of any one attack roll, saving throw, or skill check. She uses her total Ride modifier but gains no modifiers from other sources (such as a weapon's enhancement bonus or a feat that increases her saving throw bonus).

shadow adept

Some spellcasters who discover the existence of the Shadow Weave are cautious about using it, altering their magic slowly to take advantage of its effects. Others are more reckless, hurling themselves into the abyss of the Shadow Weave immediately to acquire all the gifts available to the casual student and discover secrets unavailable to all but the most dedicated. These latter spellcasters are the shadow adepts, who make great sacrifices with respect to some aspects of the Art in order to reap greater benefits elsewhere.

Most shadow adepts were previously sorcerers or wizards, and these are the ones who stand to gain the greatest power from adopting this path. Any spellcaster can tap the Shadow Weave, however, and a few bards, druids, and rangers have also been known to make this choice. Among clerics, only the followers of Shar are common in the ranks of the shadow adepts.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shadow adept, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Shadow Weave Magic, any one metamagic feat.

Spells: Able to cast 3rd-level arcane or divine spells.

CLASS SKILLS

The shadow adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow adept prestige class.

Weapon and Armor Proficiency: Shadow adepts gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new shadow adept level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class granted him access to 3rd-level spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of shadow adept to the level of whatever other spellcasting class granted him access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

TABLE 2–18: THE SHADOW ADEPT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Shadow feats	+1 level of existing class
2nd	+1	+0	+0	+3	Low-light vision	+1 level of existing class
3rd	+1	+1	+1	+3	Shadow defense +1	+1 level of existing class
4th	+2	+1	+1	+4	Shield of shadows	+1 level of existing class
5th	+2	+1	+1	+4	—	+1 level of existing class
6th	+3	+2	+2	+5	Shadow defense +2	+1 level of existing class
7th	+3	+2	+2	+5	Darkvision, *shadow walk*	+1 level of existing class
8th	+4	+2	+2	+6	Greater shield of shadows	+1 level of existing class
9th	+4	+3	+3	+6	Shadow defense +3	+1 level of existing class
10th	+5	+3	+3	+7	Shadow double	+1 level of existing class

If a character had more than one spellcasting class that granted access to 3rd-level spells before he became a shadow adept, he must decide to which class he adds each level of shadow adept for the purpose of determining spells per day and spells known.

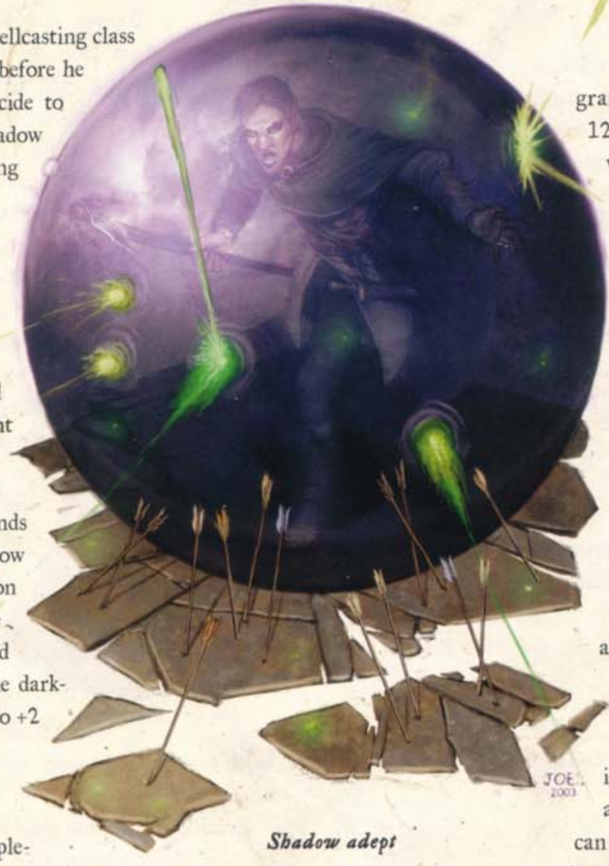
Shadow Feats: At 1st level, a shadow adept gains Insidious Magic, Pernicious Magic, and Tenacious Magic as bonus feats if he doesn't already have them.

Low-Light Vision (Ex): At 2nd level, a shadow adept gains low-light vision if he doesn't already have it.

Shadow Defense (Ex): At 3rd level, a shadow adept gains resistance to the kinds of spells that are favored by the Shadow Weave. He gains a +1 profane bonus on saving throws against spells from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor. This bonus increases to +2 at 6th level and to +3 at 9th level.

Shield of Shadows (Su): A shadow adept of at least 4th level can surround himself with a globe of purple-black force as a standard action. This shield of shadows functions like a *shield* spell, granting him a +4 shield bonus to AC and absorbing *magic missiles* cast at him. In addition, the *shield of shadows* provides concealment (20% miss chance) against melee and ranged attacks. The shadow adept can see and reach through the shield, so it does not provide cover or concealment to opponents.

The shadow adept may use a shield of shadows for up to 1 round per caster level per day. This duration need not be consecutive—the shadow adept may break it up into increments as small as 1 round if he so desires. Creating or dismissing the shield of shadows is a standard action.



Shadow adept

Illustration by Joel Thomas

When the shadow adept reaches 8th level, the shield also grants him spell resistance equal to 12 + his shadow adept level, as if he were under the effect of a *spell resistance* spell.

Darkvision (Su): At 7th level, a shadow adept can see in the dark as though he were permanently affected by a *darkvision* spell.

Shadow Walk (Sp): A shadow adept of at least 7th level can use *shadow walk* once per day (caster level equals shadow adept level).

Shadow Double (Su): Once per day, a 10th-level shadow adept can use a standard action to create a double of himself woven from shadowstuff. The double has the ability scores, base AC, hit points, saves, and attack bonuses of its creator, but no equipment. (Any apparent clothing or equipment is nonfunctional.) Since it can use anything its creator can, the double can attack the creator's enemies if given a weapon or item with which to do so. Alternatively, it can function as the target of a *project image* spell, duplicating the creator's actions and functioning as the origin of the creator's spells when it is within his direct line of sight. Mentally commanding the double is a free action. Using it as the originator of a spell counts as an action of the sort needed to cast the spell for both the creator and the double. Causing either the creator or the double to leave the plane they share dismisses the double.

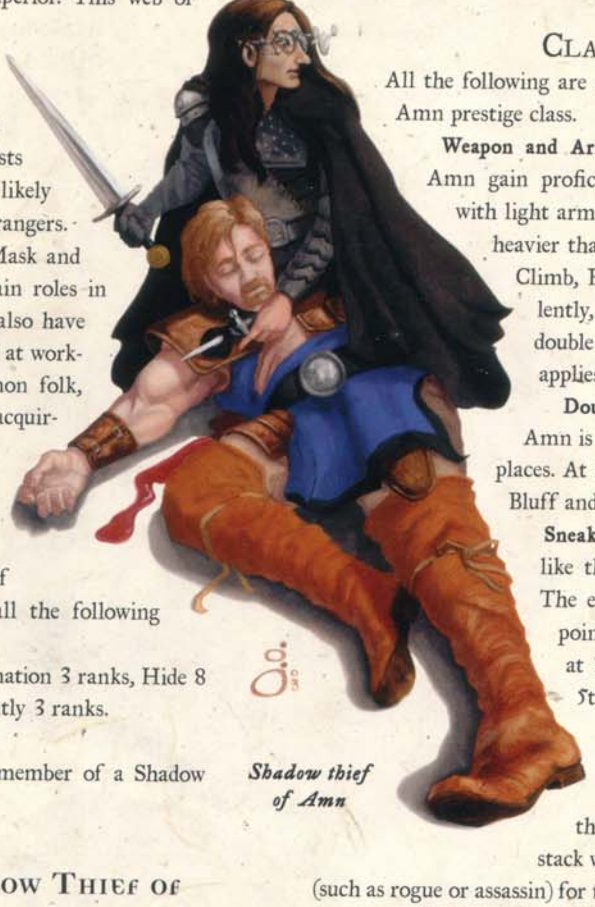
The double lasts 1 round per caster level. The death of the double does not affect the shadow adept or vice versa. If its creator dies, the shadow double still lasts until its duration expires.

shadow thief of Amn

The organization known as the Shadow Thieves is the largest and most prosperous thieves' guild in all of Faerûn. Its success is derived from its system of interlocking guilds, each dedicated to the twin goals of profit and power. From the organization's stronghold in Amn, this series of guilds controls the lion's share of all criminal operations along the Sword Coast, and it also reaches beyond that area into many other parts of Faerûn. As a member of a Shadow Thieves' guild, a shadow thief of Amn knows only her own minions, her coworkers, and her superior. This web of secrecy preserves the organization, because any members who are captured can sell out only a few others.

Most shadow thieves of Amn were previously rogues, although specialists in some criminal fields are more likely to have backgrounds as fighters or rangers. Clerics of evil deities (particularly Mask and Shar) take up this path to fill certain roles in the field, and sorcerers and wizards also have important roles. Shadow thieves excel at working with others, intimidating common folk, administering punitive beatings, and acquiring important contacts.

Hit Die: d6.



Shadow thief of Amn

Illustration by Randy Gallegos

REQUIREMENTS

To qualify to become a shadow thief of Amn, a character must fulfill all the following criteria.

Skills: Bluff 3 ranks, Gather Information 3 ranks, Hide 8 ranks, Intimidate 3 ranks, Move Silently 3 ranks.

Feat: Persuasive.

Special: The candidate must be a member of a Shadow Thieves' guild.

TABLE 2—19: THE SHADOW THIEF OF AMN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Doublespeak, sneak attack +1d6
2nd	+1	+0	+3	+0	Bonus feat, uncanny dodge
3rd	+2	+1	+3	+1	Reputation +1, sneak attack +2d6
4th	+3	+1	+4	+1	Bonus feat, reputation +2
5th	+3	+1	+4	+1	Improved uncanny dodge, reputation +3, sneak attack

CLASS SKILLS

The shadow thief of Amn's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow thief of Amn prestige class.

Weapon and Armor Proficiency: Shadow thieves of Amn gain proficiency with all simple weapons and with light armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Doublespeak (Ex): A shadow thief of Amn is adept at talking her way out of tight places. At 1st level, she gains a +2 bonus on all Bluff and Diplomacy checks.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name. The extra damage dealt increases by 1d6 points at 1st level, by another 1d6 points at 3rd level, and another 1d6 points at 5th level. If a shadow thief of Amn gets a sneak attack bonus from another source (such as rogue levels) the bonuses on damage stack. Furthermore, shadow thief of Amn levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

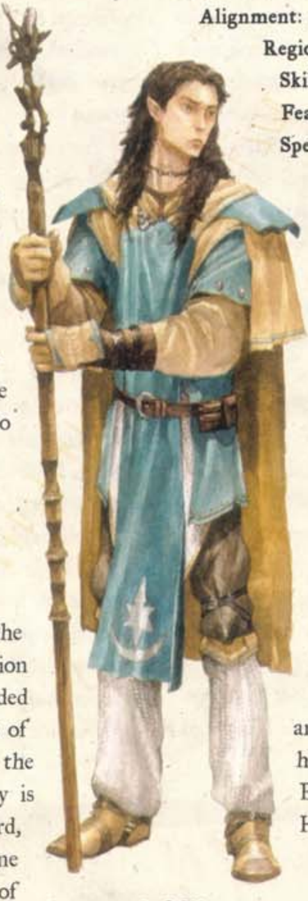
Bonus Feat: At 2nd level and again at 4th level, a shadow thief of Amn gains a bonus feat of her choice from the following list: Acrobatic, Agile, Alertness, Blind-Fight, Combat Expertise, Deceitful, Deft Hands, Exotic Weapon Proficiency (hand crossbow or shuriken), Improved Feint, Leadership, Lightning Reflexes, Negotiator, Nimble Fingers, Persuasive, Track, Skill Focus (any guild thief class skill), Silent Spell, Stealthy, Still Spell, Weapon Finesse, Weapon Focus (any). She must meet any prerequisites for a feat in order to select it.

Uncanny Dodge (Ex): At 2nd level, a shadow thief of Amn gains the ability to react to danger before her senses would normally allow her to even be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.) If a shadow thief of Amn already has the uncanny dodge ability from another class, she gains improved uncanny dodge (see the rogue class description in the *Player's Handbook*) instead.

Reputation (Ex): By the time she reaches 3rd level, a shadow thief's infamy grants her a +1 bonus to her Leadership score (see the Leadership feat description on page 106 of the *Dungeon Master's Guide*). This bonus increases to +2 at 4th level and to +3 at 5th level. Usually, a shadow thief of Amn who has an interest in collecting followers maintains a permanent base of operations within a city, which gives her an additional +2 bonus to her Leadership score.

Improved Uncanny Dodge (Ex): At 5th level, a shadow thief of Amn can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the shadow thief of Amn. The exception to this defense is that a rogue at least four levels higher than the shadow thief can flank her (and thus sneak attack her).

If the shadow thief of Amn already has improved uncanny dodge, the levels from any other classes granting uncanny dodge stack for the purpose of determining the minimum rogue level required to flank her.



Spellguard of Silverymoon

Illustration by Jeremy Jarvis

spellguard of silverymoon

As the bastion of civilization in the savage North, the city of Silverymoon attracts a great deal of attention from the fell creatures that inhabit the snow-shrouded forests. Evil giants, trolls, dark elves, and creatures of an even fouler bent scheme to make the Gem of the North fall. Fortunately for the Silvaeren, the city is well defended against such threats. The Spellguard, Silverymoon's elite cadre of battle-trained arcane spellcasters, protects the city against the threat of hostile magic and aids the Knights in Silver against more mundane threats.

Sorcerers and wizards are the most likely characters to become spellguards. At present, there are no bards in the Spellguard, but there is no reason why such a character might not join the organization. Multiclass characters are rare in the Spellguard, but fighters and rogues with levels in arcane spellcasting classes are sought after for their versatility in the field.

Having levels in this prestige class implies at least a nominal degree of military service in Silverymoon. Thus, the class might not be appropriate for all campaigns.

Hit Die: d4.

REQUIREMENTS

To qualify to become a spellguard of Silverymoon, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Region: Silverymoon or Silver Marches.

Skills: Concentration 8 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, any one metamagic feat.

Spells: Able to cast 4th-level arcane spells.

Special: The candidate must be accepted into the Spellguard.

CLASS SKILLS

The spellguard of Silverymoon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the spellguard of Silverymoon prestige class.

Weapon and Armor Proficiency: Spellguards of Silverymoon gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new spellguard of Silverymoon level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class granted him access to 4th-level spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard

TABLE 2–20: THE SPELLGUARD OF SILVERYMOON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Obligation, token, ward attunement	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Metamagic feat	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Selective spell	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Metamagic feat, spellguard	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Selective spell (multiple types), spell power	+1 level of existing arcane spellcasting class

or assassin abilities, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of spellguard of Silverymoon to the level of whatever other arcane spellcasting class granted him access to 4th-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 4th-level spells before he became a spellguard of Silverymoon, he must decide to which class he adds each level of spellguard for the purpose of determining spells per day and spells known.

Obligation: The Spellguard is a military unit, not just a loose fraternity of mages. As such, each spellguard of Silverymoon must spend at least two days out of every tenday on active duty, usually either guarding the walls of Silverymoon itself or patrolling the surrounding area with a detachment of the Knights in Silver.

Token: As a member of the Spellguard, a 1st-level spellguard of Silverymoon receives an *adrath token*—a small metal disk that allows him to cast spells that are normally forbidden by the *mythal.* As long as he has this token in his possession, he may cast conjuration (summoning) spells, evocation [fire] spells, and spells with the teleportation descriptor within the wards of Silverymoon. He may also freely use magic items that produce those effects.

This token does not magically appear in the spellguard's possession; he must return to Silverymoon to receive it from his superior.

Ward Attunement: Each 1st-level spellguard of Silverymoon is inducted formally into the order through an elaborate ceremony held in the High Palace of Silverymoon. This ceremony attunes the spellguard to the *mythal* that surrounds Silverymoon without the 2,500 XP cost normally required. See the sidebar for information on ward attunement.

Metamagic Feat: At 2nd level and again at 4th level, the spellguard may select any metamagic feat he does not already have as a bonus feat. He must meet any prerequisites for a feat in order to select it.

Selective Spell (Su): Spellguards are specifically trained to minimize collateral damage when casting their combat spells. Once per day per point of Intelligence bonus (minimum once per day), a spellguard of at least 3rd level may designate a single type (and subtype, if desired) of creature when casting a spell. When a single creature type has multiple subtypes, the spellguard may choose to count only one of the subtypes or all of them, at his discretion. At the spellguard's option, that type of creature is either the only type affected by the spell or the only type unaffected by it. Inorganic material, objects, and anything else that does not have a creature type is affected normally. Casting a selective spell requires a full-round action.

For example, suppose a spellguard is patrolling the forest around Silverymoon with a party of Knights in Silver made up of two humans, an elf, and a dwarf. Suddenly, the group is rushed by goblins. The spellguard uses his selective spell ability to cast a *fireball,* designating humanoid (goblinoid) as the only creature type affected. The *fireball* detonates in the midst of the melee, and although the spellguard's companions are within the area of the spell, they are spared any ill effects.

At 5th level, the spellguard may designate multiple creature types and subtypes for a selective spell. Each type or subtype so designated, however, uses up one additional use per day of his selective spell ability.

Spellguard (Su): The Spellguard was originally formed to protect High Lady Alustriel from personal attacks. Though that purpose has largely become secondary to defending the city, spellguards still receive some training in serving as bodyguards. At 4th level, the spellguard of Silverymoon may cast any personal-range defensive arcane spell on another character with a touch. For this purpose, a defensive spell is one that improves AC, increases a saving throw

The wards of silverymoon

The city of Silverymoon is protected by a powerful magical effect called a *mythal.* This potent form of elven high magic forbids the casting of several types of spells, causes other spells to be permanently in effect, and allows the denizens of Silverymoon to use still other spells with a word. The *mythal's* effects cover the city itself, plus an area 1,000 yards beyond its limits in all directions (even up into the sky and down into the earth).

Spells with the death, evil, or teleportation descriptor, conjuration (summoning) spells, and evocation [fire] spells are all forbidden by the *mythal* of Silverymoon. Any attempt to cast such a spell fails automatically, though the spell slot is used up normally.

The following spells are continually in effect throughout the area of the *mythal,* much like a spell fixed to a *hallow* or *unhallow* effect: *antipathy* (to all evil-aligned demons, devils, dragons, drow, duergar, giants, goblinoids, mind flayers, orcs, and trolls), *detect scrying* (all creatures within the *mythal* gain the benefits of this effect), *invisibility purge, negative energy protection,* and *protection from evil.*

Finally, characters attuned to the *mythal* may activate any of the following spells by command word, exactly as if it were an ability of a magic item in the character's possession: *air walk, bless weapon, bull's strength, cat's grace, control water, discern lies, dispel chaos, dispel evil, feather fall, lesser ironguard**, *quench, remove curse, remove paralysis, shield, shocking grasp, silence,* and *tongues.*

* See the *FORGOTTEN REALMS Campaign Setting*

Becoming attuned to Silverymoon's *mythal* requires a special ceremony that lasts a full day, plus the expenditure of 2,500 XP. Attunement also requires the aid and approval of Azuth, Mystra, or one of the leaders of the city.

More information on Silverymoon's wards can be found on page 57 of *The Silver Marches.*

modifier, or grants additional hit points (either by healing wounds or by bestowing temporary hit points).

Spell Power (Ex): At 5th level, the spellguard's effective caster level increases by 1 for the purpose of determining level-dependent variables and making caster level checks.

EX-SPELLGUARDS

A spellguard of Silverymoon who is derelict in his duty, betrays Silverymoon or the Silver Marches, or otherwise acts in a manner inappropriate for a military officer of his stature is cast out of the Spellguard. His ward token is deactivated, and his attunement to the *mythal* is nullified. He retains all the other class abilities of a spellguard of Silverymoon, but he can no longer advance in the prestige class. He regains his abilities and advancement potential if he atones for his actions (see the *atonement* spell on page 201 of the *Player's Handbook*).

A character may at any time choose to retire from the Spellguard. A retiree is expected to hand in his *adrath token*, but he retains all other class abilities except his obligation to serve. A retired spellguard may no longer gain levels in this prestige class. Under exceptional circumstances, however, a retired spellguard may reenlist and regain the ability to advance as a spellguard of Silverymoon.

zhentarim spy

The Zhentarim is among the most famed and feared "secret" organizations in Faerûn. Its members have their hands in nearly every illicit business imaginable, from assassination to drug trafficking to slavery. Though there are many diverse character types within its ranks, the Zhentarim spy is probably the one Faerûnians encounter most often—even if they never realize it.

Most Zhentarim spies were previously rogues or bards, but a small number of monks, sorcerers, and wizards also find the job to their liking. Fighters, barbarians, and rangers are usually too unsubtle for the tasks of a spy, while the types of clerics and druids the Zhentarim attract tend to have religious habits that make it difficult for them to blend in with others.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Zhentarim spy, a character must fulfill all the following criteria.

Alignment: Any evil.

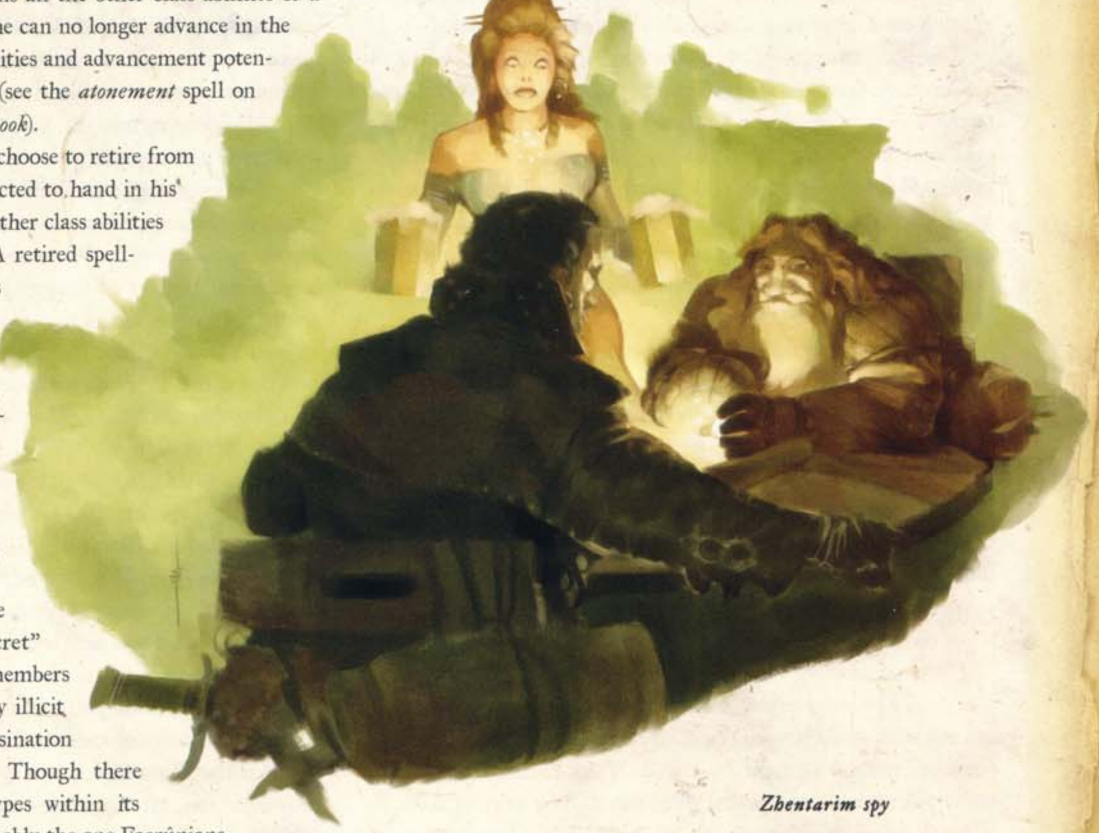
Base Attack Bonus: +5.

Skills: Bluff 5 ranks, Disguise 5 ranks, Forgery 5 ranks, Gather Information 5 ranks.

Feat: Deceitful.

TABLE 2–21: THE ZHENTARIM SPY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Cover identity
2nd	+1	+0	+3	+3	Sneak attack +1d6, undetectable alignment
3rd	+2	+1	+3	+3	Poison use, unlikely cover
4th	+3	+1	+4	+4	Slippery mind, sneak attack +2d6
5th	+3	+1	+4	+4	Deep cover



Zhentarim spy

Illustration by Beet

CLASS SKILLS

The Zhentarim spy's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the Zhentarim spy prestige class.

Weapon and Armor Proficiency: Zhentarim spies are proficient with all simple weapons, with light and medium armor, and with shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Cover Identity (Ex): A Zhentarim spy is rigorously trained to establish nearly flawless cover identities. For every distinct Craft or Profession skill in which she has at least 2 ranks, she may have one cover identity. Each cover identity must be a specific person (such as "Jolan Turnbuckle, bread-baker for the town of Shadowdale"), not a generic description (such as "baker"). She may at any time end an existing cover identity and establish a new one in its place.

While operating under any of her cover identities, she gains a +4 circumstance bonus on Disguise checks and a +2 bonus on Bluff and Gather Information checks. For each additional 2 ranks (beyond the minimum 2) that the Zhentarim spy possesses in a cover identity's associated Craft or Profession skill, each of these bonuses increases by 1. At the DM's discretion, these bonuses may be reduced or eliminated in regions where the cover identity would seem out of place (bakers from Shadowdale, for example, would attract suspicion in the ruins of Myth Drannor).

Establishing a new cover identity or replacing an old one means the Zhentarim spy must acquire documentation and personal effects, establish a place of business, and otherwise set up a believable second life. This process takes 1d4 tendays, during which she may do nothing else, and costs 6d10 gp. The Zhentarim spy does not need to set up a cover identity immediately for every Craft or Profession skill in which she has 2 ranks; she may wait until a good opportunity presents itself if desired. For example, she might wish to hold a cover identity option in reserve to take advantage of the unlikely cover class ability (see below).

The cover identity ability does not provide any additional skills that might be necessary to make a cover identity believable, such as knowledge of the proper homeland, the ability to speak a foreign language, spellcasting ability, or the like. Thus, Zhentarim spies generally pick cover identities that complement their existing skills.

Sneak Attack (Ex): This ability functions like the rogue ability of the same name. The extra damage dealt increases by 1d6 points at 2nd level, and by another 1d6 points at 4th level. If a Zhentarim spy gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack. Furthermore, Zhentarim spy levels stack with any other appropriate class levels (such as rogue or assassin) for the purpose of overcoming improved uncanny dodge.

Undetectable Alignment (Ex): At 2nd level, the Zhentarim spy's rigorous mental training enables her to cloud even divination spells. This ability functions like the *undetectable alignment* spell, except that it is always active and, as an extraordinary ability, is subject to neither dispelling nor suppression by dead magic zones and the like.

Poison Use (Ex): At 3rd level, a Zhentarim spy receives training in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Unlikely Cover (Ex): At 3rd level, the Zhentarim spy may designate a number of cover identities equal to her Charisma bonus (minimum one) as "unlikely covers." In such a cover identity, she is disguised as someone drastically different from herself—a member of the opposite sex or a different race, or someone with a very different body shape. She may need to spend the time to establish new cover identities if she does not have any appropriate identities available. While she operates in an unlikely cover, her normal bonuses on Disguise, Bluff, and Gather Information checks for a cover identity are doubled (to +8 on Disguise checks, +4 on Bluff and Gather Information checks, and +2 per 2 extra ranks on checks made with the cover identity's Craft or Profession skill). Furthermore, the DC for Spot checks made to penetrate her disguise increases by 4.

Slippery Mind (Ex): At 4th level, the Zhentarim spy gains the slippery mind special ability (see the rogue class description on page 50 of the *Player's Handbook*) if she did not already have it.

Deep Cover (Ex): At 5th level, the Zhentarim spy may choose a number of new cover identities equal to her Intelligence bonus (minimum one). These may be the same cover identities selected for the unlikely cover ability, or they may be different ones, or they may be a mixture of both. Unlike her unlikely cover identities, however, the identities she selects for deep cover need not be new.

When the Zhentarim spy is operating within one of her deep cover identities, her mind is so thoroughly trained and conditioned to think like the person she pretends to be that any magical scrying or mind reading at a power level short of deific reveals nothing about her true nature. Only the thoughts, alignment, and emotions of the fictitious persona can be detected.

Domains & Spells

Magical power infuses everything on Toril, from the trees of the High Forest to the sands of Anauroch. Throughout the history of Faerûn, this mystical energy has influenced the rise and fall of mighty empires, empowered great deeds of selfless heroism, and granted the desires of some of the darkest villains the cosmos has ever seen. With the proper knowledge of the Weave, a character can call down the wrath of nature, banish demons back to the pits of the Abyss, and even bring the dead back from the grave.

With such powers at their command, it is small wonder that many priests and mages have carved out their own personal kingdoms across Faerûn. Ranging from benevolent magocracies such as Halruaa and Silverymoon to cruel dictatorships such as Thay, nations with strong ties to magic abound. Adventuring in such a highly magical region is bound to be more memorable than the average dungeon crawl or tromp through the woods—though perhaps not in a good way.

Yet for all that magic is a common part of life in Faerûn, it remains a largely mysterious force. Even the most powerful archmages can truthfully claim to understand no more than a fraction of the vast mysteries of magic. Clerics can commune with their deities, but what mortal can truly understand the thoughts of a god? Even on the Material Plane of Faerûn, arcane mysteries abound, from the power of elven high magic to the long-lost arts of the Netherese. No matter how many secrets of magic are revealed, there will always be dozens more lurking in the shadows.

deity-specific spells

To some small extent, domain spells represent what makes clerics of one deity different from clerics of another. Clerics of Kossuth can cast *burning hands,* while clerics of Lolth can cast *blacklight.* It is hardly a perfect distinguishing factor, however, since clerics of Gond and Talos also have access to the Fire domain, and no less than fifty-four deities grant access to the Good domain.

A unique characteristic that distinguishes at least some clerics from others is the availability of deity-specific spells—spells that only certain deities grant. Only Cyric grants his clerics the *skull of secrets* spell, for example, and only Mystra's clerics can cast *holy star.* A character can achieve this distinction by taking an initiate feat, such as Initiate of Cyric or Initiate of Mystra, which is available only to clerics of the specified deity. Most such feats require some minimum cleric level as well. In addition to a general benefit, an initiate feat adds deity-specific spells to the cleric's spell list. Some feats also allow the addition of these spells to the spell lists of other classes. If you have more than one class that qualifies for this addition, you must choose only one spell list to which they will be added. No character can have more than one initiate feat, since such a feat presumes a deep level of commitment to a single deity.

Some of the deity-specific spells included in the initiate feats previously appeared in *Magic of Faerûn* with a deity designator, but there was no rule prohibiting their use by other clerics. If you use initiate feats in your game, you should not allow clerics without the appropriate initiate feat to cast those spells. See the Comprehensive Spell Lists for the supplement that details each spell.

Most of the deity-specific spells in the following section are described later in this chapter. A spell name followed by the tag FOR indicates a spell described in the *Forgotten Realms Campaign Setting.*

Initiate of Bane [Initiate]

You have been initiated into the greatest secrets of Bane's church.

Prerequisites: Cleric level 5th, patron deity Bane.

Benefit: You gain frightful presence—the ability to strike fear into your opponents with your hostile actions. When you attack or charge, each enemy within 30 feet of you must make a successful Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) or become shaken for 1d4 rounds.

In addition, you may add the following spells to your cleric spell list.

Level

3rd **Mystic Lash:** Creates energy whip that deals 1d6 electricity damage/three levels (max 4d6) and stuns for 1 round.

5th **Battletide:** Targets take –2 penalty on saving throws, attack rolls, and weapon damage rolls to grant you benefits.

6th **Stone Walk**^{M} **:** Links two stones for teleportation.

7th **Undeath after Death**^{M} **:** Deals 2 Con damage and causes subject to rise as a crypt spawn after death.

Initiate of Cyric [Initiate]

You have been initiated into the greatest secrets of Cyric's church.

Prerequisites: Cleric level 3rd, patron deity Cyric.

Benefit: You gain complete immunity to normal and magical fear.

In addition, you may add the following spells to your cleric spell list.

Level

2nd **Black Talon:** Your arm becomes a claw that gives +5 ft. reach and +1/four levels profane bonus on attack rolls, deals 1d6 damage +1/level negative energy damage (max +10).

4th **Dread Blast:** Fires a ray of negative energy that deals 4d8 damage +1/level (max +20) and dazes target for 1 round.

4th **Skull of Secrets:** Creates an illusionary flaming skull that speaks a message and spits a tongue of flame that deals 1d8 fire damage/two caster levels (max 5d8).

5th **Skull Eyes**^{F}**:** Grants you a gaze attack that acts as either *charm monster* or *confusion.*

7th **Triple Mask:** Creates three shadow duplicates of you.

Initiate of Gond [Initiate]

You have been initiated into the greatest secrets of Gond's church.

Prerequisites: Cleric level 1st, patron deity Gond.

Benefit: You may add Disable Device and Open Lock to your list of cleric class skills.

In addition, you may add the following spells to your cleric spell list.

Level

1st **Wieldskill:** Grants +5 competence bonus on a skill check, or proficiency with a weapon, armor, or shield.

3rd **Understand Device:** Grants an insight bonus equal to caster level on Disable Device and Open Lock checks.

6th **Fantastic Machine**^{FOR}**:** Creates illusory many-armed machine that functions as Large animated object.

Special: The *fantastic machine* spell also appears on the Craft domain list. With this feat, you can cast it as a regular cleric spell, not just a domain spell.

Initiate of Helm [Initiate]

You have been initiated into the greatest secrets of Helm's church.

Prerequisites: Cleric or paladin level 5th, patron deity Helm.

Benefit: You can make attacks of opportunity when you are flat-footed, as though you had the Combat Reflexes feat. You do not gain additional attacks of opportunity in a round.

In addition, you may add the following spells to your cleric or paladin spell list.

Level

2nd **Warning:** Grants uncanny dodge and +4 insight bonus on Listen and Spot checks.

3rd **Forceward:** Creates a sphere of force that prevents entry by enemies, grants +2 sacred bonus on saves against attacks by evil creatures.

3rd **Mace of Odo:** Creates a glowing mace that deals 1d6 force damage/level (max 10d6) and paralysis, more against undead.

Initiate of Ilmater [Initiate]

You have been initiated into the greatest secrets of Ilmater's church.

Prerequisites: Cleric or paladin level 7th, patron deity Ilmater.

Benefit: When you cast any *cure* spell that would cure more damage than the target has taken, the target gains the excess as temporary hit points. You can bestow a maximum number of temporary hit points equal to the target's Hit Dice ∞ 3 in this manner. These temporary hit points last up to 1 hour per caster level you possess. A creature that currently has any of these temporary hit points also gains a +2 sacred bonus on Fortitude saves and a +2 sacred bonus on checks made to resist being bull rushed or tripped. These bonuses end when the last temporary hit point is lost or expires.

In addition, you may add the following spells to your cleric or paladin spell list.

Level

4th **Favor of Ilmater:** Subject gains Endurance plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions, subject can function at –1 to –9 hp.

4th **Glory of the Martyr**^{F}**:** Grants each subject +1 deflection bonus to AC and +1 resistance bonus on saves, splits their damage with you.

4th **Pact of Martyrdom:** You exchange hit point totals with the target.

Initiate of Lathander [Initiate]

You have been initiated into the greatest secrets of Lathander's church.

Prerequisites: Cleric level 1st, patron deity Lathander.

Benefit: You can spontaneously cast any spell on your spell list that has the light descriptor or the word light in its name, including *light, daylight,* and *searing light.* This ability works like spontaneously casting *cure* spells does.

In addition, you may add the following spells to your cleric spell list.

Level

1st **Rosemantle:** Target gains a +1/level sacred bonus (max +10) on saves against effects that cause pain, sickness, nausea, or fear.

3rd **Sunrise:** Burst of light blinds and damages creatures.

5th **Shield of Lathander:** Touched creature gains damage reduction 15/— for 1 round.

7th **Shield of Lathander, Greater:** As *shield of Lathander,* except grants damage reduction 20/—, immunity to negative energy and energy drain, and resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10.

9th **Undeath's Eternal Foe:** Grants subjects numerous combat advantages against undead opponents.

Initiate of Malar [Initiate]

You have been initiated into the greatest secrets of Malar's church.

Prerequisites: Cleric or druid level 3rd, patron deity Malar.

Benefit: When you use a *summon monster* or *summon nature's ally* spell to summon a natural or fiendish animal, the animal gains a +4 enhancement bonus to its Strength and Constitution scores, as though you possessed the Augment Summoning feat.

In addition, you may add the following spells to your cleric or druid spell list.

Level

2nd **Spectral Stag:** Conjures a phantom stag that you can ride or direct to attack a target.

3rd **Possess Animal:** You possess a normal animal.

4th **Strength of the Beast**^{F}: You gain benefits of your lycanthropic animal form while in human form.

Initiate of Mystra [Initiate]

You have been initiated into the greatest secrets of Mystra's church.

Prerequisites: Cleric level 3rd, patron deity Mystra.

Benefit: You can attempt to cast spells even within a dead magic zone or an *antimagic field.* In a dead magic zone, you must make a successful caster level check against a DC equal to 20 + the level of the spell you are trying to cast. In an *antimagic field,* you must make a successful caster level check against a DC equal to 11 + the caster level of the *antimagic field.* If this check is successful, your spell functions normally.

In addition, you may add the following spells to your cleric spell list.

Level

2nd **Spell Shield:** Grants +3 resistance bonus on saving throws against spells and spell-like abilities.

3rd **Anyspell**^{FOR}: You can read and prepare up to a 2nd-level arcane spell from a scroll or spellbook in a 3rd-level domain spell slot.

5th **Spell Phylactery:** Activates a spell on a scroll when a triggering condition is met.

6th **Anyspell, Greater**^{FOR}: As *anyspell,* but you can read and prepare any arcane spell up to 5th level in a 6th-level domain spell slot.

6th **Spellmantle:** Absorbs designated incoming spells and redirects their energy to healing or a previously chosen spell.

7th **Holy Star:** Creates a glowing star that turns 1d6+3 spell levels as *spell turning,* grants +10 circumstance bonus to AC, or fires an energy bolt that deals 1d6 damage/two levels.

Special: The *anyspell* and *greater anyspell* spells also appear on the Spell domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

Initiate of Nature [Initiate]

You have been initiated into the greatest secrets of Eldath's, Mielikki's, or Silvanus's church.

Prerequisites: Cleric or druid level 5th, patron deity Eldath, Mielikki, or Silvanus.

Benefit: You can rebuke or command animals or plant creatures as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

In addition, you may add the following spells to your cleric or druid spell list.

Level

3rd **Mold Touch:** Creates 5-ft. patch of brown mold.

4th **Briartangle:** As *entangle,* except that targets take 1d8 damage +1/two levels each round.

4th **Thorn Spray:** Your ranged attack deals 1d6 damage/level (max 20d6), divided among multiple targets, sickens on a successful hit.

5th **Fireward:** As *quench,* but also suppresses magical fire effects in affected area.

5th **Tree Healing:** You enter a tree that nourishes and heals you.

Initiate of Selûne [Initiate]

You have been initiated into the greatest secrets of Selûne's church.

Prerequisites: Cleric, druid, hathran, or ranger level 3rd, patron deity Selûne.

Benefit: You cast *augury* and *divination* spells at +5 caster level.

In addition, you may add the following spells to your cleric, druid, Harper agent, hathran, or ranger spell list.

Level

1st **Handfire:** Your melee touch attack deals 1d8 damage +1/level (max +5) against a living creature or 2d6 damage +1/level (max +5) against an undead.

3rd **Moon Blade**$^{\text{FOR}}$: Touch attack deals 1d8 damage +1/two levels, more to undead, plus scrambles spellcasting.
4th **Strength of the Beast**$^{\text{F}}$: You gain benefits of your lycanthropic animal form while in human form.
4th **Wall of Moonlight**: Creates a luminous wall that deals 4d12 damage to undead and 2d10 damage to evil creatures and clergy of Shar or Umberlee, illuminates area and counters/dispels darkness.
5th **Moon Path**$^{\text{FOR}}$: Grants sanctuary to 1 creature/level.
5th **Moonweb**: Creates a glowing shield that gives +8 bonus to AC and +4 bonus on Reflex saves, plus improved evasion.

Special: The *moon blade* and *moon path* spells also appear on the Moon domain list. With this feat, you can cast them as regular cleric spells, not just domain spells.

initiate of tyr [initiate]

You have been initiated into the greatest secrets of Tyr's church.

Prerequisites: Cleric level 7th, patron deity Tyr, War domain.

Benefit: You gain a +1 bonus on all damage rolls when attacking with a longsword.

In addition, you may add the following spells to your cleric spell list.

Level
4th **Sword and Hammer**: As *spiritual weapon*, but creates a longsword and warhammer of force, +1 on attack rolls, automatically flank opponents.
6th **Sword and Hammer, Greater**: As *sword and hammer*, but each weapon has +2 on attack rolls and benefit of Improved Critical feat.

comprehensive spell lists

The following spell lists include all the spells presented in this book (designated $^{\text{PG}}$), as well as spells from the *FORGOTTEN REALMS Campaign Setting* ($^{\text{FOR}}$), *Monsters of Faerûn* ($^{\text{MOF}}$), *Magic of Faerûn* ($^{\text{MAG}}$), *Lords of Darkness* ($^{\text{LOR}}$), *Races of Faerûn* ($^{\text{RAC}}$), *Unapproachable East* ($^{\text{UNA}}$), and *Underdark* ($^{\text{UND}}$). Spells without any designator appear in the *Player's Handbook*.

assassin spells

1ST-LEVEL ASSASSIN SPELLS

Low-Light Vision$^{\text{MAG}}$: Subject sees twice as far under current light.
Silent Portal$^{\text{MAG}}$: Negates sound from door or window.

3RD-LEVEL ASSASSIN SPELLS

Amorphous Form$^{\text{UND}}$: Subject becomes puddlelike and can slip through cracks quickly.
Spider Poison$^{\text{MAG}}$: Touch deals 1d6 Str damage, repeats in 1 minute.

bard spells

0-LEVEL BARD SPELLS (CANTRIPS)

Detect Crossroads$^{\text{MAG}}$: Detects fey crossroads within 60 ft.
Ghostharp$^{\text{MAG}}$: Object records and plays a song at your command.
Minor Disguise$^{\text{MAG}}$: Makes slight changes to your appearance.
Songbird$^{\text{MAG}}$: Grants +1 bonus on your next Cha check after performance.
Stick$^{\text{UND}}$: Glues an object weighing 5 pounds or less to a larger object.

1ST-LEVEL BARD SPELLS

Amplify$^{\text{MAG}}$: Lowers Listen DC by 20.
Balagarn's Iron Horn$^{\text{MAG}}$: Intense vibrations trip those in area.
Disquietude$^{\text{MAG}}$: Target avoids physical contact with others.
Distort Speech$^{\text{MAG}}$: Target's speech becomes unintelligible, hampers spellcasting.
Harmony$^{\text{PG}}$: Increases inspire courage effect by +2/+1.
Herald's Call$^{\text{MAG}}$: Shout dazes those within 30 ft.
Know Protections$^{\text{MAG}}$: Determines target's defenses.

2ND-LEVEL BARD SPELLS

Circle Dance$^{\text{MAG}}$: Indicates direction to known target.
Cloud of Bewilderment$^{\text{PG}}$: Generates a nauseating 10-ft-cone.
Lively Step$^{\text{PG}}$: You and allies gain +10 increase to speed and can hustle for an extra hour per day per level.
Nightmare Lullaby$^{\text{MAG}}$: Target is confused as long as you concentrate +2 rounds. (*Magic of Faerûn*)
Reflective Disguise$^{\text{UND}}$: Viewers see you as their own species and gender.

3RD-LEVEL BARD SPELLS

Analyze Portal$^{\text{FOR}}$: Detects and analyzes *portals* within 60 ft.
G'elsewhere Chant$^{\text{MAG}}$: Teleports target to random safe place within 100 ft.
Haunting Tune$^{\text{MAG}}$: 1 target/level becomes shaken.
Puppeteer$^{\text{MAG}}$: Target mimics your actions.
Reveille$^{\text{MAG}}$: Target dead creature speaks a short sentence about what caused its death.
Verraketh's Shadow Crown$^{\text{RAC}}$: +4 competence bonus on Perform checks, and bardic music uses Shadow Weave.
Weapon of Impact$^{\text{MAG}}$: As *keen edge*, but aids blunt weapons.
Wounding Whispers$^{\text{MAG}}$: Sonic aura damages foes that strike you.

4TH-LEVEL BARD SPELLS

Celebration$^{\text{MAG}}$: Intoxicates subject.
Know Vulnerabilities$^{\text{MAG}}$: Determines target's vulnerabilities and resistances.
Portal View$^{\text{F UND}}$: Turns target *portal* transparent.
Speechlink$^{\text{MAG}}$: You and the target can verbally communicate at any distance.
Stone Shatter$^{\text{MAG}}$: Shatter a stone object or creature.
Wall of Dispel Magic$^{\text{UND}}$: Creatures passing through a transparent wall become subjects of targeted *dispel magic*.
War Cry$^{\text{MAG}}$: You gain +2 morale bonus on attacks and damage, plus panic melee opponents.

5th-Level Bard Spells

Blink, Improved^{UNA}: As *blink,* but you control timing.

Reflective Disguise, Mass^{UND}: Viewers see subjects as their own species and gender.

Revenance$^{M\ MAG}$ Slain ally is restored to life for 1 min./level.

Wall of Greater Dispel Magic^{UND}: Creatures passing through a transparent wall become subjects of targeted *greater dispel magic.*

6th-Level Bard Spells

Cacophonic Shield^{MAG}: Immobile black shield blocks sound, deflects missiles, deals 1d6 +1/level and deafens intruders.

Dirge^{MAG}: Enemies suffer 2 points of Str and Dex damage per round.

Gate Seal$^{M\ FOR}$: Permanently seals a *gate* or *portal.*

Blackguard spells

1st-Level Blackguard Spells

Faith Healing^{MAG}: Cures 8 hp damage +1/level (max +5) for worshiper of your patron.

Mark of the Outcast^{UND}: Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

Strategic Charge^{MAG}: You gain the benefits of the Mobility feat.

Summon Undead I$^{F\ PG}$: Summons undead to fight for you.

2nd-Level Blackguard Spells

Clarity of Mind^{UND}: Grants +4 bonus on saves against charm, compulsion, and glamer spells; reduces glamer miss chance by 10%.

Hand of Divinity^{MAG}: Gives +2 sacred or profane bonus to worshiper of your patron.

Summon Undead II$^{F\ PG}$: Summons undead to fight for you.

3rd-Level Blackguard Spells

Know Greatest Enemy^{MAG}: Determines relative power level of creatures within the area.

Summon Undead III$^{F\ PG}$: Summons undead to fight for you.

4th-Level Blackguard Spells

Summon Undead IV$^{F\ PG}$: Summons undead to fight for you.

Weapon of the Deity^{MAG}: Gives your weapon magical powers appropriate to your patron.

Cleric spells

1st-Level Cleric Spells

Faith Healing^{MAG}: Cures 8 hp damage +1/level (max +5) for worshiper of your patron.

Summon Undead I$^{F\ PG}$: Summons undead to fight for you.

Vision of Glory^{MAG}: Target gains +1 morale bonus on next saving throw.

2nd-Level Cleric Spells

Aura against Flame^{MAG}: Ignore 12 points of fire damage per round and extinguish fires.

Body Blades^{MAG}: You attack as if armed, deal bonus damage, harm grapplers.

Curse of Ill Fortune^{MAG}: Subject takes –3 penalty on attacks, saves, and checks.

Hand of Divinity^{MAG}: Gives +2 sacred or profane bonus to worshiper of your patron.

Mark of the Outcast^{UND}: Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

Stone Bones^{MAG}: Corporeal undead gains +3 natural armor bonus.

Summon Undead II$^{F\ PG}$: Summons undead to fight for you.

3rd-Level Cleric Spells

Amanuensis^{MAG}: Copies nonmagical text.

Bladebane$^{M\ UNA}$: Slashing weapon becomes a bane weapon.

Blindsight^{PG}: Grants blindsight out to 30 ft.

Burrow^{UND}: Subject grows claws and gains burrow speed of 10 ft.

Circle Dance^{MAG}: Indicates direction to known target.

Dark Way^{MAG}: Creates temporary unbreakable bridge supporting up to 200 lb./level.

Darkfire^{MAG}: As *produce flame,* but dark flames visible with darkvision.

Detect Metal and Minerals$^{M\ RAC}$: Detects large accumulations of metal and other minerals.

Handfang^{LOR}: Biting mouth in your palm deals 1d8 damage and starts grapple.

Locate Node$^{F\ UND}$: Finds closest earth node in 1 mile/level radius.

Phantom Plow^{LOR}: Creates a furrow in the earth, knocks creatures in its path prone.

Plague Carrier^{RAC}: As *contagion,* but target is contagious during incubation period.

Remedy Moderate Wounds^{MAG}: Target gains fast healing 1 for 10 rounds + 1 round/2 levels.

Skull Watch$^{F\ PG}$: Skull shrieks when creature enters warded area.

Summon Undead III$^{F\ PG}$: Summons undead to fight for you.

Weapon of Impact^{MAG}: As *keen edge,* but aids blunt weapons.

4th-Level Cleric Spells

Aerial Summoning Dance^{RAC}: You and four aarakocra summon a Large air elemental by performing a flying dance.

Doomtide^{MAG}: Black mist obscures vision, dazes creatures.

Hand of Torm^{MAG}: Creates immobile zone of warding that stuns those of different patrons.

Iron Bones^{MAG}: Corporeal undead gains +5 natural armor bonus.

Night's Mantle$^{M\ LOR}$: Invisible shield protects target from sunlight.

Nchaser's Glowing Orb$^{F\ PG}$: Creates permanent magical light; you control brightness.

Know Vulnerabilities^{MAG}: Determines target's vulnerabilities and resistances.

Recitation^{UNA}: You and allies gain +2 on attacks, damage, saves, and skill checks; enemies get –2.

Revenance$^{M\ MAG}$: Slain ally is restored to life for 1 min./level.

Shape Metal^{RAC}: As *stone shape,* but affects metal instead of stone.

Stone Metamorphosis^{UND}: Changes type of stone.

Summon Undead IV$^{F\ PG}$: Summons undead to fight for you.

Wall of Chaos$^{\text{MAG}}$: As *magic circle against law,* except as a one-sided wall.

Wall of Evil$^{\text{MAG}}$: As *magic circle against good,* except as a one-sided wall.

Wall of Good$^{\text{MAG}}$: As *magic circle against evil,* except as a one-sided wall.

Wall of Law$^{\text{MAG}}$: As *magic circle against chaos,* except as a one-sided wall.

Wall of Sand$^{\text{PG}}$: Swirling sand blocks ranged attacks, slows movement through.

Weapon of the Deity$^{\text{MAG}}$: Gives your weapon magical powers appropriate to your patron.

5th-Level Cleric Spells

Commune with Earth$^{\text{RAC}}$: You gain knowledge of hills, mountains, and underground areas.

Contagion, Mass$^{\text{RAC}}$: As *contagion,* but affects multiple creatures.

Crawling Darkness$^{\text{MAG}}$: Cloud of tentacles provides concealment, skill bonuses, and several defenses.

Monstrous Regeneration$^{\text{MAG}}$: Grants the regeneration ability for 1 round/two levels.

Soul Scour$^{\text{UNA}}$: Touch deals 2d6 Cha damage and 1d6 Wis damage immediately, 1d6 Cha damage after 1 minute.

Stone Shape, Greater$^{\text{UND}}$: Sculpts 10 cu. ft. + 10 cu. ft./level of stone into any shape.

Summon Undead V$^{\text{F PG}}$: Summons undead to fight for you.

Wall of Dispel Magic$^{\text{UND}}$: Creatures passing through a transparent wall become subjects of targeted *dispel magic.*

6th-Level Cleric Spells

Azuth's Exalted Triad$^{\text{MAG}}$: You cast a prepared spell three times.

Gate Seal$^{\text{M FOR}}$: Permanently seals a *gate* or *portal.*

Stone Body$^{\text{PG}}$: Your body becomes living stone.

Stone Metamorphosis, Greater$^{\text{UND}}$: Changes 10 cu. ft. + 10 cu. ft./level of stone into another type of stone.

Suppress Glyph$^{\text{MAG}}$: You notice but do not trigger magical writing traps.

7th-Level Cleric Spells

Azuth's Spell Shield$^{\text{MAG}}$: Subjects gain SR 12 + 1/level.

Death Dragon$^{\text{MAG}}$: You gain +4 natural armor, +4 deflection bonus to AC, and natural attacks.

Fortunate Fate$^{\text{MAG}}$: Target immediately receives a *heal* if killed by damage.

8th-Level Cleric Spells

Death Pact$^{\text{M,X MAG}}$: Subject takes –2 to Constitution in exchange for effects of *word of recall, raise dead,* and *heal.*

General of Undeath$^{\text{PG}}$: Increases your maximum HD of controlled undead by five times your level.

Stormrage$^{\text{MAG}}$: Subject gains *fly and wind wall* benefits and protection from strong winds, makes electrical attacks.

Symbol, Death Symbol of Bane$^{\text{MAG}}$: Functions like a *symbol of death* plus 1d12 cold damage and *doom* effect.

Symbol, Symbol of Spell Loss$^{\text{MAG}}$: Spellcasters in the area lose highest-level spell.

Wall of Greater Dispel Magic$^{\text{UND}}$: Creatures passing through a transparent wall become subjects of targeted *greater dispel magic.*

Cleric Domains

In addition to the domains described in the *Player's Handbook,* various deities of Faerûn permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric class in the *Player's Handbook.* A cleric chooses any two domains indicated for his deity.

In the descriptions that follow, granted powers and spell lists are given for domains that are presented in this book. If a domain description here lacks an entry for granted powers and spells, refer to the *Player's Handbook* for that information.

Changes from the *Forgotten Realms Campaign Setting:* The list of deities for each domain includes a few changes from the domain lists in the *Forgotten Realms Campaign Setting.* The addition of the Cold and Repose domains (the latter originally introduced in *Faiths and Pantheons*) requires some slight shifting of domains. The affected deities are:

Auril: Air, Cold, Evil, Storm.
Jergal: Fate, Law, Repose, Rune, Suffering.
Kelemvor: Fate, Law, Protection, Repose, Travel.
Osiris: Good, Law, Plant, Repose, Retribution.
Ulutiu: Animal, Cold, Law, Ocean, Protection.
Urogalan: Earth, Halfling, Law, Protection, Repose.

Air Domain

Deities: Aerdrie Faenya, Akadi, Auril, Set, Shaundakul, Sheela Peryroyl, Valkur.

Animal Domain

Deities: Aerdrie Faenya, Baervan Wildwanderer, Chauntea, Fenmarel Mestarine, Gwaeron Windstrom, Lurue, Malar, Mielikki, Nobanion, Sebek, Shiallia, Silvanus, Thard Harr, Ulutiu, Uthgar.

Balance Domain

Deities: Grumbar, Oghma, Ubtao, Waukeen.

Granted Power: Once per day, as a free action, you may add your Wisdom modifier to your Armor Class. This bonus lasts for 1 round per cleric level.

Balance Domain Spells

1 **Make Whole**: Repairs an object.
2 **Calm Emotions**: Calms creatures, negating emotion effects.
3 **Clarity of Mind**$^{\text{UND}}$: Grants +4 bonus on saves involving charm, compulsion, and glamer spells; reduces glamer miss chance by 10%.
4 **Dismissal**: Forces a creature to return to native plane.
5 **Sanctuary, Mass**$^{\text{UND}}$: One touched creature/two levels can't be attacked, and can't attack.
6 **Banishment**: Banishes 2 HD/level of extraplanar creatures.

7 **Word of Balance**$^{\text{UND}}$: Kills, paralyzes, weakens, or nauseates nonneutral creatures.
8 **Protection from Spells**$^{\text{M, F}}$: Confers +8 resistance bonus.
9 **Weighed in the Balance**$^{\text{UND}}$: Harms or heals creatures within 30 feet of you.

CAVERN DOMAIN

Deities: Callarduran Smoothhands, Dumathoin, Geb, Ghaunadaur, Grumbar, Gruumsh, Luthic, Segojan Earthcaller, Shar.

Granted Power: You gain the dwarf ability of stonecunning. If you already have stonecunning, your racial bonus increases from +2 to +4 on checks to notice unusual stonework.

CAVERN DOMAIN SPELLS

1 **Detect Secret Doors:** Reveals hidden doors within 60 ft.
2 **Darkness:** Creates supernatural shadow in a 20-ft. radius.
3 **Meld into Stone:** You and your gear merge with stone.
4 **Leomund's Secure Shelter:** Creates sturdy cottage.
5 **Passwall:** Creates passage through wood or stone wall.
6 **Find the Path:** Shows most direct way to a location.
7 **Maw of Stone**$^{\text{FOR}}$: Animates natural chamber to attack enemies.
8 **Earthquake:** Intense tremor shakes 5-ft./level radius.
9 **Imprisonment:** Entombs subject beneath the earth.

CHAOS DOMAIN

Deities: Aerdrie Faenya, Angharradh, Anhur, Bahgtru, Beshaba, Corellon Larethian, Cyric, Deep Sashelas, Dugmaren Brightmantle, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Finder Wyvernspur, Garagos, Ghaunadaur, Gruumsh, Haela Brightaxe, Hanali Celanil, Kiaransalee, Labelas Enoreth, Lliira, Lolth, Lurue, Malar, Nephthys, Rillifane Rallathil, Sehanine Moonbow, Selûne, Selvetarm, Sharess, Shargaas, Sharindlar, Shaundakul, Shevarash, Solonor Thelandira, Sune, Talona, Talos, Tempus, Thard Harr, Tymora, Umberlee, Urdlen, Uthgar, Valkur, Vhaeraun.

CHARM DOMAIN

Deities: Eilistraee, Finder Wyvernspur, Gargauth, Hanali Celanil, Lliira, Milil, Oghma, Sharess, Sharindlar, Sheela Peryroyl, Sune.

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts for 1 minute.

CHARM DOMAIN SPELLS

1 **Charm Person:** Makes one person your friend.
2 **Calm Emotions:** Calms creatures, negating emotion effects.
3 **Suggestion:** Compels subject to follow stated course of action.
4 **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5 **Charm Monster:** Makes monster believe it is your ally.
6 **Geas/Quest:** As *lesser geas,* plus it affects any creature.
7 **Insanity:** Subject suffers continuous *confusion.*
8 **Demand:** As *sending,* plus you can send *suggestion.*
9 **Dominate Monster:** As *dominate person,* but any creature.

COLD DOMAIN

Deities: Auril, Ulutiu.

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead and rebuke or command cold creatures as an evil cleric rebukes undead. Each use of this ability uses up one of your turn uses per day of your turn ability.

COLD DOMAIN SPELLS

1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
2 **Chill Metal:** Cold metal damages those who touch it.
3 **Sleet Storm:** Hampers vision and movement.
4 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
5 **Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* that can trap creatures inside.
6 **Cone of Cold:** Deals 1d6/level cold damage.
7 **Control Weather:** Changes weather in local area.
8 **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
9 **Obedient Avalanche**$^{\text{PG}}$: Creates avalanche to bury or bull rush foes, deals varying cold damage.

CRAFT DOMAIN

Deities: Callarduran Smoothhands, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Geb, Gond, Laduguer, Moradin, Thoth.

Granted Power: You cast creation spells at +1 caster level and gain Skill Focus (a +3 bonus) in the Craft skill of your choice as a bonus feat.

CRAFT DOMAIN SPELLS

1 **Animate Rope:** Makes a rope move at your command.
2 **Wood Shape:** Rearranges wooden objects to suit you.
3 **Stone Shape:** Sculpts stone into any shape.
4 **Minor Creation:** Creates one cloth or wood object.
5 **Wall of Stone:** Creates a stone wall that can be shaped.
6 **Fantastic Machine**$^{\text{FOR}}$: Creates illusory many-armed machine that functions as Large animated object.
7 **Major Creation:** As *minor creation,* plus stone and metal.
8 **Forcecage**$^{\text{M}}$: Cube or cage of force imprisons all inside.
9 **Fantastic Machine, Greater**$^{\text{FOR}}$: As *fantastic machine,* but creates a more powerful illusory construct.

DARKNESS DOMAIN

Deities: Lolth, Mask, Set, Shar, Shargaas.

Granted Power: You gain Blind-Fight as a bonus feat.

DARKNESS DOMAIN SPELLS

1 **Obscuring Mist:** Fog surrounds you.
2 **Blindness/Deafness:** Makes subject blinded or deafened.
3 **Blacklight**$^{\text{FOR}}$: Creates a 20-ft. radius of supernatural darkness you can see through.
4 **Armor of Darkness**$^{\text{FOR}}$: Shadowy shroud provides +3 deflection bonus +1/four levels (max +8) to AC and +2 bonus on saves against holy, good, or light effects.
5 **Darkbolt**$^{\text{FOR}}$: You hurl one/two levels beams of darkness dealing 2d8 damage/round and may daze target for 1 round.

6 **Prying Eyes**: Creates 1d4 +1/level floating eyes to scout for you.
7 **Nightmare**: Sends vision dealing 1d10 damage, fatigue.
8 **Power Word Blind**: Blinds creature with 200 or fewer hp.
9 **Power Word Kill**: Kills one creature with 100 or fewer hp.

DEATH DOMAIN

Deities: Velsharoon, Yurtrus.

DESTRUCTION DOMAIN

Deities: Bane, Cyric, Garagos, Ilneval, Istishia, Kossuth, Lolth, Talona, Talos, Umberlee, Yurtrus.

DROW DOMAIN

Deities: Eilistraee, Ghaunadaur, Kiaransalee, Lolth, Selvetarm, Vhaeraun.

Granted Power: You gain Lightning Reflexes as a bonus feat.

DROW DOMAIN SPELLS

1 **Cloak of Dark Power**^{FOR}: Protects subject from effects of sunlight, grants +4 resistance bonus on saves against light or darkness effects.
2 **Clairaudience/Clairvoyance**: You can hear or see at a distance for 1 min./level.
3 **Suggestion**: As *suggestion*, plus one subject/level.
4 **Discern Lies**: Reveals deliberate falsehoods.
5 **Spiderform**^{FOR}: You assume spider or drider form.
6 **Dispel Magic, Greater**: As *dispel magic*, but up to +20 on check.
7 **Word of Chaos**: Kills, *confuses*, stuns, or deafens nonchaotic subjects.
8 **Planar Ally, Greater**^{X}: As *lesser planar ally*, but up to 18 HD.
9 **Gate**^{X}: Connects two planes for travel or summoning.

DWARF DOMAIN

Deities: Abbathor, Berronar Truesilver, Clangeddin, Deep Duerra, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Laduguer, Marthammor Duin, Moradin, Sharindlar, Thard Harr, Vergadain.

Granted Power: You gain Great Fortitude as a bonus feat.

DWARF DOMAIN SPELLS

1 **Magic Weapon**: Weapon gains +1 bonus.
2 **Bear's Endurance**: Subject gains +4 to Con for 1 min./level.
3 **Glyph of Warding**^{M}: Inscription harms those who pass it.
4 **Magic Weapon, Greater**: Weapon gains +1 bonus/four levels (max +5).
5 **Fabricate**: Transforms raw materials into finished items.
6 **Stone Tell**: You talk to natural or worked stone.
7 **Dictum**: Kills, paralyzes, slows, or deafens nonlawful subjects.
8 **Protection from Spells**$^{M, F}$: Confers +8 resistance bonus.
9 **Elemental Swarm**: Summons multiple elementals (earth only).

EARTH DOMAIN

Deities: Callarduran Smoothhands, Chauntea, Dumathoin, Geb, Gond, Grumbar, Luthic, Moradin, Segojan Earthcaller, Urdlen, Urogalan.

ELF DOMAIN

Deities: Aerdrie Faenya, Angharradh, Corellon Larethian, Deep Sashelas, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Granted Power: You gain Point Blank Shot as a bonus feat.

ELF DOMAIN SPELLS

1 **True Strike**: You gain +20 on your next attack roll.
2 **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
3 **Snare**: Creates a magic booby trap.
4 **Tree Stride**: You can step from one tree to another far away.
5 **Commune with Nature**: You learn about terrain for 1 mile/level.
6 **Find the Path**: Shows most direct way to a location.
7 **Liveoak**: Oak becomes treant guardian.
8 **Sunburst**: Blinds all within 10 ft., deals 6d6 damage.
9 **Antipathy**: Object or location affected by spell repels certain creatures.

EVIL DOMAIN

Deities: Abbathor, Auril, Bahgtru, Bane, Beshaba, Cyric, Deep Duerra, Gargauth, Ghaunadaur, Gruumsh, Ilneval, Kiaransalee, Laduguer, Lolth, Loviatar, Luthic, Malar, Mask, Sebek, Selvetarm, Set, Shar, Shargaas, Talona, Talos, Tiamat, Umberlee, Urdlen, Velsharoon, Vhaeraun, Yurtrus.

FAMILY DOMAIN

Deities: Berronar Truesilver, Cyrrollalee, Eldath, Hathor, Isis, Lliira, Luthic, Yondalla.

Granted Power: As a free action, you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +2 dodge bonus to AC. This is a supernatural ability, and the effect lasts for 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may also affect yourself with this ability.

FAMILY DOMAIN SPELLS

1 **Bless**: Allies gain +1 on attack rolls and +1 on saves against fear.
2 **Shield Other**^{F}: You take half of subject's damage.
3 **Helping Hand**: Ghostly hand leads subject to you.
4 **Imbue with Spell Ability**: Transfers spells to subject.
5 **Rary's Telepathic Bond**: Link lets allies communicate.
6 **Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
7 **Refuge**^{M}: Alters item to transport its possessor to you.
8 **Protection from Spells**$^{M, F}$: Confers +8 resistance bonus.
9 **Prismatic Sphere**: As *prismatic wall*, but surrounds on all sides.

FATE DOMAIN

Deities: Beshaba, Hathor, Hoar, Jergal, Kelemvor, Savras.

Granted Power: You gain the uncanny dodge ability. If you already have it, you gain improved uncanny dodge instead. These abilities are identical to those described in the barbarian and rogue class descriptions in the *Player's Handbook*.

FATE DOMAIN SPELLS

1 **True Strike**: You gain +20 on your next attack roll.
2 **Augury**$^{M, F}$: You learn whether an action will be good or bad.
3 **Bestow Curse**: Subject takes a −6 penalty to an ability score; −4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.
4 **Divination**^{M}: Provides useful advice for specific proposed actions.
5 **Mark of Justice**: Designates action that will trigger *curse* on subject.
6 **Geas/Quest**: As *lesser geas*, plus it affects any creature.
7 **Vision**$^{M, X}$: As *legend lore*, but quicker and strenuous.
8 **Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.
9 **Foresight**: "Sixth sense" warns of impending danger.

FIRE DOMAIN

Deities: Gond, Kossuth, Talos.

GNOME DOMAIN

Deities: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen.

Granted Power: You cast all illusion spells at +1 caster level.

GNOME DOMAIN SPELLS

1 **Silent Image**: Creates minor illusion of your design.
2 **Gembomb**$^{M\ FOR}$: Converts five gems into bombs that deal 1d8 force damage/two levels.
3 **Minor Image**: As *silent image*, plus some sound.
4 **Minor Creation**: Creates one cloth or wood object.
5 **Hallucinatory Terrain**: Makes one type of terrain appear like another (field into forest, or the like).
6 **Fantastic Machine**^{FOR}: Creates illusory many-armed machine that functions as Large animated object.
7 **Screen**: Illusion hides area from vision, scrying.
8 **Otto's Irresistible Dance**: Forces subject to dance.
9 **Summon Nature's Ally IX**: Calls earth elemental or animal to fight.

GOOD DOMAIN

Deities: Aerdrie Faenya, Angharradh, Anhur, Arvoreen, Baervan Wildwanderer, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Clangeddin, Corellon Larethian, Cyrrollalee, Deep Sashelas, Deneir, Dugmaren Brightmantle, Eilistraee, Eldath, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Gorm Gulthyn, Gwaeron Windstrom, Haela Brightaxe, Hanali Celanil, Hathor, Horus-Re, Ilmater, Isis, Labelas Enoreth, Lathander, Lliira, Lurue, Marthammor Duin, Mielikki, Milil, Moradin, Mystra, Nephthys, Nobanion, Osiris, Rillifane Rallathil, Segojan Earthcaller, Sehanine Moonbow, Selûne, Sharess, Sharindlar, Shiallia, Solonor Thelandira, Sune, Thard Harr, Torm, Tymora, Tyr, Valkur, Yondalla.

HALFLING DOMAIN

Deities: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, Yondalla.

Granted Power: Once per day, you can add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks. Using this extraordinary ability is a free action, and the effect lasts for 10 minutes.

HALFLING DOMAIN SPELLS

1 **Magic Stone**: Three stones gain +1 on attack, deal 1d6 +1 damage.
2 **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
3 **Magic Vestment**: Armor or shield gains +1 enhancement per four levels.
4 **Freedom of Movement**: Subject moves normally despite impediments.
5 **Mordenkainen's Faithful Hound**: Phantom dog can guard, attack.
6 **Move Earth**: Digs trenches and builds hills.
7 **Shadow Walk**: Step into shadow to travel rapidly.
8 **Word of Recall**: Teleports you back to designated place.
9 **Foresight**: "Sixth sense" warns of impending danger.

HATRED DOMAIN

Deities: Bane, Ghaunadaur, Gruumsh, Set, Urdlen.

Granted Power: Choose one opponent. Against that opponent, you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class for 1 minute. This supernatural ability is usable once per day as a free action.

HATRED DOMAIN SPELLS

1 **Doom**: One subject takes −2 on attack rolls, damage rolls, saves, and checks.
2 **Scare**: Panics creatures of less than 6 HD.
3 **Bestow Curse**: Subject takes a −6 penalty to an ability score; −4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.
4 **Song of Discord**: Forces targets to attack each other.
5 **Righteous Might**: Your size increases, and you gain combat bonuses.
6 **Forbiddance**^{M}: Blocks planar travel, damages creatures of different alignment.
7 **Blasphemy**: Kills, paralyzes, weakens, or dazes nonevil subjects.
8 **Antipathy**: Object or location affected by spell repels certain creatures.
9 **Wail of the Banshee**: Kills one creature/level.

HEALING DOMAIN

Deities: Berronar Truesilver, Ilmater, Lurue, Luthic, Sharindlar, Torm.

ILLUSION DOMAIN

Deities: Akadi, Azuth, Baravar Cloakshadow, Cyric, Mystra, Sehanine Moonbow.

Granted Power: You cast all illusion spells at +1 caster level.

ILLUSION DOMAIN SPELLS

1 **Silent Image**: Creates minor illusion of your design.
2 **Minor Image**: As *silent image*, plus some sound.
3 **Displacement**: Attacks miss subject 50%.
4 **Phantasmal Killer**: Fearsome illusion kills subject or deals 3d6 damage.
5 **Persistent Image**: As *major image*, but no concentration required.
6 **Mislead**: Turns you invisible and creates illusory double.
7 **Project Image**: Illusory double can talk and cast spells.
8 **Screen**: Illusion hides area from vision, scrying.
9 **Weird**: As *phantasmal killer*, but affects all within 30 ft.

KNOWLEDGE DOMAIN

Deities: Angharradh, Azuth, Deep Sashelas, Deneir, Dugmaren Brightmantle, Dumathoin, Gond, Gwaeron Windstrom, Labelas Enoreth, Milil, Mystra, Oghma, Savras, Sehanine Moonbow, Shar, Siamorphe, Thoth, Tyr, Waukeen.

LAW DOMAIN

Deities: Arvoreen, Azuth, Bane, Berronar Truesilver, Clangeddin, Cyrrollalee, Deep Duerra, Gaerdal Ironhand, Gargauth, Garl Glittergold, Gorm Gulthyn, Helm, Hoar, Horus-Re, Ilmater, Jergal, Kelemvor, Laduguer, Loviatar, Moradin, Nobanion, Osiris, Red Knight, Savras, Set, Siamorphe, Tiamat, Torm, Tyr, Ulutiu, Urogalan, Yondalla.

LUCK DOMAIN

Deities: Abbathor, Beshaba, Brandobaris, Erevan Ilesere, Haela Brightaxe, Mask, Oghma, Tymora, Vergadain.

MAGIC DOMAIN

Deities: Azuth, Corellon Larethian, Hanali Celanil, Isis, Laduguer, Mystra, Savras, Set, Thoth, Velsharoon.

MENTALISM DOMAIN

Deity: Deep Duerra.

Granted Power: Once per day, you can generate a mental ward that grants any creature you touch a resistance bonus on its next Will saving throw equal to your level +2. Activating this power is a standard action, and the effect lasts for 1 hour. The mental ward is a spell-like ability and an abjuration effect.

MENTALISM DOMAIN SPELLS

1 **Confusion, Lesser**: One creature is *confused* for 1 round.
2 **Detect Thoughts**: Allows "listening" to surface thoughts.
3 **Clairaudience/Clairvoyance**: You can hear or see at a distance for 1 min./level.
4 **Modify Memory**: Changes 5 minutes of subject's memories.
5 **Mind Fog**: Subjects in fog get –10 to Wis and Will checks.
6 **Rary's Telepathic Bond**: Link lets allies communicate.
7 **Antipathy**: Object or location affected by spell repels certain creatures.
8 **Mind Blank**: Subject is immune to mental/emotional magic and scrying.
9 **Astral Projection**$^{\text{M}}$: Projects you and companions onto Astral Plane.

METAL DOMAIN

Deities: Dumathoin, Flandal Steelskin, Gond, Grumbar, Laduguer.

Granted Power: You gain Martial Weapon Proficiency or Exotic Weapon Proficiency (as appropriate) and Weapon Focus with your choice of hammer as bonus feats. You need not meet the prerequisites for these feats.

METAL DOMAIN SPELLS

1 **Magic Weapon**: Weapon gains +1 bonus.
2 **Heat Metal**: Make metal so hot it damages those who touch it.
3 **Keen Edge**: Doubles normal weapon's threat range.
4 **Rusting Grasp**: Your touch corrodes iron and alloys.
5 **Wall of Iron**$^{\text{M}}$: Creates an iron wall with 30 hp/four levels; can topple onto foes.
6 **Blade Barrier**: Wall of blades deals 1d6/level damage.
7 **Transmute Metal to Wood**: Metal within 40 ft. becomes wood.
8 **Iron Body**: Your body becomes living iron.
9 **Repel Metal or Stone**: Pushes away metal and stone.

MOON DOMAIN

Deities: Eilistraee, Hathor, Malar, Sehanine Moonbow, Selûne, Sharindlar.

Granted Power: You can turn or destroy lycanthropes as a good cleric turns or destroys undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

MOON DOMAIN SPELLS

1 **Faerie Fire**: Outlines subjects with light, canceling *blur*, concealment, and the like.
2 **Moonbeam**$^{\text{FOR}}$: Creates a cone of moonlight that causes lycanthropes to assume animal form, penetrates darkness spells of equal or lower level.
3 **Moon Blade**$^{\text{FOR}}$: Touch attack deals 1d8 damage +1/two levels, more to undead, plus scrambles spellcasting.
4 **Good Hope**: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5 **Moon Path**$^{\text{FOR}}$: Grants sanctuary to 1 creature/level.
6 **Permanent Image**: Includes sight, sound, and smell.
7 **Insanity**: Subject suffers continuous *confusion*.
8 **Animal Shapes**: One ally/level polymorphs into chosen animal.
9 **Moonfire**$^{\text{FOR}}$: Cone of moonlight deals 1d8 damage/two levels (max 10d8, magical auras glow blue for 1 round/level, illuminates as full moon, negates electricity for 1 round/level.

NOBILITY DOMAIN

Deities: Horus-Re, Lathander, Milil, Nobanion, Red Knight, Siamorphe.

Granted Power: Once per day, you can inspire allies that hear you speak for 1 round. Each such ally gains a +1 morale bonus on saving throws, attack rolls, ability checks, skill checks; and weapon damage rolls. Using this spell-like ability is a standard action, and the effect lasts for a number of rounds equal to your Charisma bonus (minimum 1 round).

NOBILITY DOMAIN SPELLS

1 **Divine Favor**: You gain +1 per three levels on attack and damage rolls.
2 **Enthrall**: Captivates all within 100 ft. + 10 ft./level.
3 **Magic Vestment**: Armor or shield gains +1 enhancement per four levels.
4 **Discern Lies**: Reveals deliberate falsehoods.
5 **Command, Greater**: As *command*, but affects one subject/level.
6 **Geas/Quest**: As *lesser geas*, plus it affects any creature.
7 **Repulsion**: Creatures can't approach you.
8 **Demand**: As *sending*, plus you can send *suggestion*.
9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.

OCEAN DOMAIN

Deities: Deep Sashelas, Istishia, Ulutiu, Umberlee, Valkur.

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell for up to 10 rounds per cleric level. This effect occurs automatically as soon as it becomes applicable and lasts until the duration expires or the effect is no longer needed. This duration need not be consecutive—it can be used in increments as small as 1 round.

OCEAN DOMAIN SPELLS

1 **Endure Elements**: Exist comfortably in hot or cold environments.
2 **Sound Burst**: Deals 1d8 sonic damage to subjects; may stun them.
3 **Water Breathing**: Subjects can breathe underwater.
4 **Freedom of Movement**: Subject moves normally despite impediments.
5 **Wall of Ice**: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.
6 **Otiluke's Freezing Sphere**: Freezes water or deals cold damage.
7 **Waterspout**^{FOR}: Creates waterspout that moves, damages creatures, sucks creatures upward.
8 **Maelstrom**^{FOR}: Waterspout sucks in and damages creatures.
9 **Elemental Swarm**: Summons multiple water elementals.

ORC DOMAIN

Deities: Bahgtru, Gruumsh, Ilneval, Luthic, Shargaas, Yurtrus.

Granted Power: You gain the smite ability. Once per day, you may attempt to smite an opponent with one normal melee attack. If you hit, you gain a bonus equal to your cleric level on your damage roll. For example, a 4th-level cleric of Bahgtru armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high strength or magical effects that normally apply. If you use this ability against a dwarf or an elf, you also gain a +4 bonus on the smite attack roll. Smite is a supernatural ability.

ORC DOMAIN SPELLS

1 **Cause Fear**: One creature of 5 or fewer HD or less flees for 1d4 rounds.
2 **Produce Flame**: Deals 1d6 fire damage +1/level, touch or thrown.
3 **Prayer**: Allies gain +1 bonus on most rolls, enemies –1 penalty.
4 **Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level.
5 **Prying Eyes**: Creates 1d4 +1/level floating eyes to scout for you.
6 **Eyebite**: Target becomes panicked, sickened, and comatose.
7 **Blasphemy**: Kills, paralyzes, weakens, or dazes nonevil subjects.
8 **Cloak of Chaos**^{F}: Grants +4 to AC, +4 resistance, and SR 25 against lawful spells.
9 **Power Word Kill**: Kills creature with 100 hp or less.

PLANNING DOMAIN

Deities: Gond, Helm, Ilneval, Red Knight, Siamorphe, Ubtao.

Granted Power: You gain Extend Spell as a bonus feat.

PLANNING DOMAIN SPELLS

1 **Deathwatch**: Reveals how near death subjects within 30 ft. are.
2 **Augury**$^{M, F}$: You learn whether an action will be good or bad.
3 **Clairaudience/Clairvoyance**: You can hear or see at a distance for 1 min./level.
4 **Imbue with Spell Ability**: Transfers spells to subject.
5 **Detect Scrying**: Alerts you to magical eavesdropping.
6 **Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
7 **Scrying, Greater**: As *scrying*, but faster and longer.
8 **Discern Location**: Reveals exact location of creature or object.
9 **Time Stop**: You act freely for 1d4+1 rounds.

PLANT DOMAIN

Deities: Angharradh, Baervan Wildwanderer, Chauntea, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Mielikki, Osiris, Rillifane Rallathil, Sheela Peryroyl, Shiallia, Silvanus, Solonor Thelandira, Thard Harr, Ubtao.

PORTAL DOMAIN

Deities: Eilistraee, Shaundakul.

Granted Power: You can detect an active or inactive *portal* as if it were a normal secret door (DC 20).

PORTAL DOMAIN SPELLS

1 **Summon Monster I**: Calls extraplanar creature to fight for you.
2 **Analyze Portal**^{FOR}: Detects magic portals.
3 **Dimensional Anchor**: Bars extradimensional movement.
4 **Dimension Door**: Teleports you short distance.
5 **Teleport**: Instantly transports you as far as 100 miles/level.
6 **Banishment**: Banishes 2 HD/level of extraplanar creatures.
7 **Etherealness**: Travel to Ethereal Plane with companions.
8 **Dimensional Lock**: Teleportation and interplanar travel blocked for one day/level.
9 **Gate**^{X}: Connects two planes for travel or summoning.

PROTECTION DOMAIN

Deities: Angharradh, Arvoreen, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Corellon Larethian, Deneir, Dumathoin, Eldath, Gaerdal Ironhand, Garl Glittergold, Geb, Gorm Gulthyn, Hanali Celanil, Helm, Kelemvor, Laduguer, Lathander, Marthammor Duin, Moradin, Nephthys, Rillifane Rallathil, Selûne, Shaundakul, Silvanus, Sune, Tempus, Torm, Tymora, Ubtao, Ulutiu, Urogalan, Valkur, Waukeen, Yondalla.

RENEWAL DOMAIN

Deities: Angharradh, Chauntea, Finder Wyvernspur, Kossuth, Lathander, Shiallia, Silvanus.

Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This supernatural ability functions once per day. If an attack brings you to –10 or fewer hit points, you die before this power takes effect.

Renewal Domain Spells

1 **Charm Person**: Makes one person your friend.
2 **Restoration, Lesser**: Dispels magical ability penalty or repairs 1d4 ability damage.
3 **Remove Disease**: Cures all diseases affecting subject.
4 **Reincarnate**: Brings dead subject back in a random body.
5 **Atonement**: Removes burden of misdeeds from subject.
6 **Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
7 **Restoration, Greater**^{X}: As *restoration*, plus restores all levels and ability scores.
8 **Polymorph Any Object**: Changes any subject into anything else.
9 **Freedom**: Releases creature from *imprisonment*.

REPOSE DOMAIN

Deities: Jergal, Kelemvor, Osiris, Urogalan.

Granted Power: You may use death touch once per day. To deliver a death touch, you must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the result equals or exceeds the creature's current hit points, it dies (no save). Death touch is a supernatural ability and a death effect.

Repose Domain Spells

1 **Hide from Undead**: Undead can't perceive one subject/level.
2 **Gentle Repose**: Preserves one corpse.
3 **Speak with Dead**: Corpse answers one question per two levels.
4 **Death Ward**: Grants immunity to death spells and negative energy effects.
5 **Slay Living**: Touch attack kills subject.
6 **Undeath to Death**^{M}: Destroys 1d4/level HD of undead (max 20d4).
7 **Destruction**^{F}: Kills subject and destroys remains.
8 **Surelife**^{PG}: Protects you from one kind of certain death.
9 **Wail of the Banshee**: Kills one creature/level.

RETRIBUTION DOMAIN

Deities: Hoar, Horus-Re, Kiaransalee, Loviatar, Osiris, Shevarash, Tyr, Uthgar.

Granted Power: If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or ranged weapon against that individual on your next action. If this attack hits, you deal maximum damage. You can use this supernatural ability once per day.

Retribution Domain Spells

1 **Shield of Faith**: Aura grants +2 or higher deflection bonus.
2 **Bear's Endurance**: Subject gains +4 to Con for 1 min./level.
3 **Speak with Dead**: Corpse answers one question/two levels.
4 **Fire Shield**: Creatures attacking you take fire damage; you're protected from heat or cold.
5 **Mark of Justice**: Designates action that will trigger *curse* on subject.
6 **Banishment**: Banishes 2 HD/level of extraplanar creatures.
7 **Spell Turning**: Reflects 1d4+6 spell levels back at caster.
8 **Discern Location**: Reveals exact location of creature or object.
9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.

RUNE DOMAIN

Deities: Deneir, Dugmaren Brightmantle, Jergal, Mystra, Thoth.

Granted Power: You gain Scribe Scroll as a bonus feat.

Rune Domain Spells

1 **Erase**: Mundane or magical writing vanishes.
2 **Secret Page**: Changes one page to hide its real content.
3 **Glyph of Warding**^{M}: Inscription harms those who pass it.
4 **Explosive Runes**: Deals 6d6 damage when read.
5 **Planar Binding, Lesser**: Traps extraplanar creature of 6 or fewer HD until it performs a task.
6 **Glyph of Warding, Greater**^{M}: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
7 **Drawmij's Instant Summons**^{M}: Prepared object appears in your hand.
8 **Transcribe Symbol**$^{F\ PG}$: Safely moves an untriggered magical symbol to another location.
9 **Teleportation Circle**^{M}: Circle teleports any creature inside to designated spot.

SCALYKIND DOMAIN

Deities: Finder Wyvernspur, Sebek, Set, Tiamat, Ubtao.

Granted Power: You can rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Scalykind Domain Spells

1 **Magic Fang**: One natural weapon of subject creature gets +1 on attack and damage rolls.
2 **Animal Trance***: Fascinates 2d6 HD of animals.
3 **Magic Fang, Greater**: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
4 **Poison**: Touch deals 1d10 Con damage, repeats in 1 min.
5 **Animal Growth***: One animal/two levels doubles in size.
6 **Eyebite**: Target becomes panicked, sickened, and comatose.
7 **Vipergout**^{PG}: You spit forth celestial or fiendish vipers that attack your foes.
8 **Animal Shapes***: One ally/level polymorphs into chosen animal.
9 **Shapechange**^{F}: Transforms you into any creature, and change forms once per round.

*Affects ophidian and reptilian creatures only.

SLIME DOMAIN

Deity: Ghaunadaur.

Granted Power: You can rebuke or command oozes as an evil cleric rebukes or commands undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

SLIME DOMAIN SPELLS

1 **Grease:** Makes 10-ft. square or one object slippery.
2 **Melf's Acid Arrow:** Ranged touch attack deals 2d4 damage for 1 round +1 round/three levels.
3 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
4 **Rusting Grasp:** Your touch corrodes iron and alloys.
5 **Evard's Black Tentacles:** Tentacles grapple all within 15 ft. spread.
6 **Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.
7 **Destruction**^{F}: Kills subject and destroys remains.
8 **Power Word Blind:** Blinds creature with 200 or fewer hp.
9 **Implosion:** Kills one creature/round.

SPELL DOMAIN

Deities: Azuth, Mystra, Savras, Thoth.

Granted Power: You gain a +2 bonus on Concentration and Spellcraft checks.

SPELL DOMAIN SPELLS

1 **Mage Armor:** Gives subject +4 armor bonus.
2 **Silence:** Negates sound in 15-ft. radius.
3 **Anyspell**^{FOR}: You can read and prepare up to a 2nd-level arcane spell from a scroll or spellbook in a 3rd-level domain spell slot.
4 **Rary's Mnemonic Enhancer**^{F}: Prepares extra spells or retains one just cast.
5 **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
6 **Anyspell, Greater**^{FOR}: As *anyspell,* but you can read and prepare any arcane spell up to 5th level in a 6th-level domain spell slot.
7 **Limited Wish**^{X}: Alters reality—within spell limits.
8 **Antimagic Field:** Negates magic within 10 ft.
9 **Mordenkainen's Disjunction:** Dispels magic, disenchants magic items.

SPIDER DOMAIN

Deities: Lolth, Selvetarm.

Granted Power: You can rebuke or command spiders as an evil cleric rebukes or commands undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

SPIDER DOMAIN SPELLS

1 **Spider Climb:** Grants ability to walk on walls and ceilings.
2 **Summon Swarm:** Summons swarm of vermin (spiders only).
3 **Phantom Steed:** Magic spider mount appears for 1 hour/level.
4 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
5 **Insect Plague:** Spider swarms attack creatures.
6 **Spider Curse**^{FOR}: You turn a humanoid into a driderlike creature that obeys you.
7 **Stone Spiders**^{FOR}: Transforms 1d3 pebbles into stone constructs that resemble spiders.
8 **Creeping Doom:** Swarms of spiders attack at your command.
9 **Spider Shapes**^{FOR}: As *polymorph,* except you change up to one willing creature/level into a Tiny to Huge monstrous spider.

STORM DOMAIN

Deities: Aerdrie Faenya, Anhur, Auril, Isis, Istishia, Talos, Umberlee.

Granted Power: You gain resistance to electricity 5.

STORM DOMAIN SPELLS

1 **Entropic Shield:** Ranged attacks against you have 20% miss chance.
2 **Gust of Wind:** Blows away or knocks down smaller creatures.
3 **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4 **Sleet Storm:** Hampers vision and movement.
5 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
6 **Call Lightning Storm:** As *call lightning,* but 5d6 damage per bolt.
7 **Control Weather:** Changes weather in local area.
8 **Whirlwind:** Cyclone deals damage and can pick up creatures.
9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

STRENGTH DOMAIN

Deities: Anhur, Bahgtru, Clangeddin, Garagos, Gruumsh, Helm, Ilmater, Lathander, Loviatar, Malar, Tempus, Torm, Uthgar.

SUFFERING DOMAIN

Deities: Ilmater, Jergal, Kossuth, Loviatar, Talona, Yurtrus.

Granted Power: You may use *pain touch* as a spell-like ability once per day. To deliver a *pain touch,* you must succeed on a melee touch attack against a living creature (using the rules for touch spells). If you hit, your touch bestows a –2 penalty to Strength and Dexterity on the target for 1 minute. Creatures that are immune to critical hits are also immune to this effect.

SUFFERING DOMAIN SPELLS

1 **Bane:** Enemies take –1 on attack rolls and saves against fear.
2 **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
3 **Bestow Curse:** Subject takes a –6 penalty to an ability score; –4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.
4 **Enervation:** Subject gains 1d4 negative levels.
5 **Symbol of Pain**^{M}: Triggered rune wracks nearby creatures with pain.
6 **Harm:** Deals 10 points/level damage to target.
7 **Waves of Exhaustion:** Several targets become exhausted.
8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
9 **Energy Drain:** Subject gains 2d4 negative levels.

SUN DOMAIN

Deities: Horus-Re, Lathander.

TIME DOMAIN

Deities: Grumbar, Labelas Enoreth.

Granted Power: You gain Improved Initiative as a bonus feat.

TIME DOMAIN SPELLS

1 **True Strike**: You gain +20 on your next attack roll.
2 **Gentle Repose**: Preserves one corpse.
3 **Haste**: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
4 **Freedom of Movement**: Subject moves normally despite impediments.
5 **Permanency**^{X}: Makes certain spells permanent.
6 **Contingency**^{F}: Sets trigger condition for another spell.
7 **Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.
8 **Foresight**: "Sixth sense" warns of impending danger.
9 **Time Stop**: You act freely for 1d4+1 rounds.

TRADE DOMAIN

Deities: Abbathor, Nephthys, Shaundakul, Vergadain, Waukeen.

Granted Power: You may use *detect thoughts* once per day as a spell-like ability. Activating this ability is a free action, and it affects one target. The effect lasts a number of minutes equal to your Charisma bonus (minimum 1 round).

TRADE DOMAIN SPELLS

1 **Message**: Whispered conversation is audible at distance.
2 **Gembomb**$^{M\ FOR}$: Converts five gems into bombs that deal 1d8 force damage/two levels.
3 **Eagle's Splendor**: Subject gains +4 to Cha for 1 min./level.
4 **Sending**: Delivers short message anywhere, instantly.
5 **Fabricate**: Transforms raw materials into finished items.
6 **True Seeing**^{M}: Lets you see all things as they really are.
7 **Mordenkainen's Magnificent Mansion**^{F}: Door leads to extradimensional mansion.
8 **Mind Blank**: Subject is immune to mental/emotional magic and scrying.
9 **Discern Location**: Reveals exact location of creature or object.

TRAVEL DOMAIN

Deities: Akadi, Baervan Wildwanderer, Brandobaris, Fenmarel Mestarine, Gwaeron Windstrom, Hoar, Istishia, Kelemvor, Lliira, Marthammor Duin, Mielikki, Oghma, Sehanine Moonbow, Selûne, Sharess, Shaundakul, Tymora, Vhaeraun, Waukeen.

TRICKERY DOMAIN

Deities: Abbathor, Akadi, Baravar Cloakshadow, Beshaba, Brandobaris, Cyric, Erevan Ilesere, Gargauth, Garl Glittergold, Lolth, Mask, Oghma, Sharess, Shargaas, Vergadain, Vhaeraun.

TYRANNY DOMAIN

Deities: Bane, Tiamat.

Granted Power: The saving throw DC of any compulsion spell you cast increases by 2.

TYRANNY DOMAIN SPELLS

1 **Command**: One subject obeys selected command for 1 round.
2 **Enthrall**: Captivates all within 100 ft. + 10 ft./level.
3 **Discern Lies**: Reveals deliberate falsehoods.
4 **Fear**: Subjects within cone flee for 1 round/level.
5 **Command, Greater**: As *command*, but affects one subject/level.
6 **Geas/Quest**: As *lesser geas*, plus it affects any creature.
7 **Bigby's Grasping Hand**: Large hand provides cover, pushes, or grapples.
8 **Charm Monster, Mass**: As *charm monster*, but all within 30 ft.
9 **Dominate Monster**: As *dominate person*, but any creature.

UNDEATH DOMAIN

Deities: Kiaransalee, Velsharoon.

Granted Power: You gain Extra Turning as a bonus feat.

UNDEATH DOMAIN SPELLS

1 **Detect Undead**: Reveals undead within 60 ft.
2 **Desecrate**^{M}: Fills area with negative energy, making undead stronger.
3 **Animate Dead**^{M}: Creates undead skeletons and zombies.
4 **Death Ward**: Grants immunity to death spells and negative energy effects.
5 **Inflict Light Wounds, Mass**: Deals 1d8 damage +1/level to many creatures.
6 **Create Undead**: Creates ghouls, ghasts, mummies, or mohrgs.
7 **Control Undead**: Undead don't attack you while under your command.
8 **Create Greater Undead**^{M}: Creates shadows, wraiths, spectres, or devourers.
9 **Energy Drain**: Subject gains 2d4 negative levels.

WAR DOMAIN

Deities: Anhur, Arvoreen, Clangeddin, Corellon Larethian, Deep Duerra, Gaerdal Ironhand, Garagos, Gorm Gulthyn, Gruumsh, Haela Brightaxe, Ilneval, Red Knight, Selvetarm, Shevarash, Solonor Thelandira, Tempus, Tyr, Uthgar.

WATER DOMAIN

Deities: Deep Sashelas, Eldath, Isis, Istishia, Sebek, Silvanus, Umberlee.

WATERY DEATH PRESTIGE DOMAIN

Deities: Blibdoolpoolp, Umberlee.

Granted Power: You gain the ability to *smite* any nonaquatic creature once per day with one normal melee attack. You add your Wisdom bonus to your attack roll and deal 1 extra point of damage per divine spellcaster level.

WATERY DEATH PRESTIGE DOMAIN SPELLS

1 **Entangle**: Plants entangle everyone in 40-ft. radius.
2 **Mark of the Outcast**^{UND}: Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.
3 **Control Water**: Raises or lowers bodies of water.
4 **Rushing Waters**^{UND}: Wave makes bull rush attack.
5 **Dehydrate**^{UND}: Deals Con damage to subject.
6 **Drown**^{UND}: Subject immediately begins to drown.
7 **Contagious Fog**^{UND}: 30-ft.-radius cloud of fog inflicts disease.
8 **Horrid Wilting**: Deals 1d6/level damage within 30 ft.
9 **Drown, Mass**^{UND}: As *drown*, but affects 1/level subjects.

Druid spells

0-Level Druid Spells (Orisons)

Detect Crossroads[MAG]: Detects fey crossroads within 60 ft.

Naturewatch[MAG]: As *deathwatch*, but only for animals and plants.

Ram's Might[MAG]: Your hands become harder and your unarmed attacks deal normal damage.

1st-Level Druid Spells

Camouflage[UND]: Subject gains +10 bonus on Hide checks.

Claws of the Beast[PG]: Your hands become weapons dealing 1d8 damage.

Speed Swim[MAG]: Target gains swim speed of 30 ft.

2nd-Level Druid Spells

Blinding Spittle[PG]: Ranged touch attack makes subject blind.

Blindsight[PG]: Grants blindsight out to 30 ft.

Blood Frenzy[MAG]: Rage gives +2 to Strength and Constitution, +1 on Will saves, and –1 to AC.

Burrow[UND]: Subject grows claws and gains burrow speed of 10 ft.

Cloudburst[MAG]: Rain obscures vision, extinguishes fires, and hampers missiles.

Earthfast[MAG]: Doubles hardness and hit points of stone structure or rock formation.

Easy Trail[MAG]: Makes a trail easier to track.

Locate Node[F UND]: Finds closest earth node in 1 mile/level radius.

Mark of the Outcast[UND]: Subject takes –5 penalty on Bluff and Diplomacy checks and –2 penalty to AC.

Master Air[MAG]: You sprout insubstantial wings and can fly.

One with the Land[MAG]: Link with nature gives a +2 bonus on nature-related skill checks.

Remedy Moderate Wounds[MAG]: Target gains fast healing 2 for 10 rounds +1 round/two levels.

Scent[MAG]: Grants the scent ability for 1 hour/level.

Share Husk[MAG]: Subject can see and hear through the sense of a touched animal.

3rd-Level Druid Spells

Circle Dance[MAG]: Indicates direction to known target.

Greenfire[UNA]: Each creature in area takes 2d6 acid damage +1/level.

Healing Sting[MAG]: Touch deals 1d6 damage +1/two levels, caster gains damage as hp.

Infestation of Maggots[MAG]: Maggotlike creatures deal 1d4 Con damage every round.

Node Door[UND]: Allows teleportation between any known earth nodes.

Phantom Plow[LOR]: Creates a furrow in the earth, knocks creatures in its path prone.

Plague Carrier[RAC]: As *contagion*, but target is contagious during incubation period.

Quillfire[MAG]: Your hand sprouts poisonous quills useful for melee or ranged attacks.

Snakebite[MAG]: Your arm turns into a poisonous snake you can use to attack.

Spiderskin[UND]: Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.

Tortoise Shell[MAG]: Large shell provides cover or shelter.

4th-Level Druid Spells

Camouflage, Mass[MAG]: As *camouflage*, but affects all in range.

Icelance[PG]: Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.

Jaws of the Wolf[MAG]: One carving/two levels turns into a wolf with SR 13 and frightful presence.

Land Womb[MAG]: You and one creature/level hide within the earth.

Murderous Mist[MAG]: Cloud of steam deals 2d6 damage, causes blindness, and deals 1d6 damage/round thereafter.

Nature's Balance[PG]: You transfer 4 ability score points to the target for 10 min./level.

Stone Metamorphosis[UND]: Changes type of stone.

Wind at Back[MAG]: Doubles overland speed of targets for 1 day.

5th-Level Druid Spells

Binding Winds[MAG]: Sound cannot penetrate to or from target, –2 on ranged attacks.

Contagion, Mass[RAC]: As *contagion*, but affects multiple creatures.

Commune with Earth[RAC]: You gain knowledge of hills, mountains, and underground areas.

Echo Skull[MAG]: Subject can see, hear, and speak through a prepared animal skull for 1 hour/level.

Fireward[PG]: As *quench*, but also suppresses magical fire effects in affected area.

Inferno[PG]: Creature bursts into flames and takes 6d6 fire damage per round.

Memory Rot[MAG]: Spores deal 1d6 Int drain to target, plus 1 Int/round.

Owl's Insight[MAG]: Subject gains 1d4+1 Wis for 1 hour/level.

Rushing Waters[UND]: Wave makes bull rush attack.

Spore Cloak[RAC]: Cloud of yellow mold spores gives you concealment, deals 1d6 Con damage to creatures that enter your square.

Stone Shape, Greater[UND]: Sculpts 10 cu. ft. + 10 cu. ft./level of stone into any shape.

Vine Mine[MAG]: Vines grow rapidly, giving various effects.

Wall of Dispel Magic[UND]: Creatures passing through a transparent wall become subjects of targeted *dispel magic*.

Wall of Sand[PG]: Swirling sand blocks ranged attacks, slows movement through.

Wind Tunnel[MAG]: Ranged weapons gain +10 bonus and double range increment.

6th-Level Druid Spells

Burrow, Mass[UND]: As *burrow*, but affects 1/level subjects.

Crumble[MAG]: Deals 1d6/level damage (bypassing hardness) to manufactured object or structure.

Drown[UND]: Target immediately begins to drown.

Gate Seal[M FOR]: Permanently seals a *gate* or *portal*.

Stonehold[MAG]: Stony arm trap grapples and damages creatures.

Stone Metamorphosis, Greater[UND]: Changes 10 cu. ft. + 10 cu. ft./level of stone into another type of stone.

7th-Level Druid Spells

Aura of Vitality[MAG]: Subjects gain +4 to Str, Dex, and Con.

Brilliant Aura[MAG]: Allies glow and their weapons become brilliant energy weapons that deal +1 damage/two levels.

Changestones$^{\text{F UND}}$: Prepared stones become liths.

Create Crossroads and Backroads$^{\text{X MAG}}$: Links two locations by magical path.

Master Earth$^{\text{MAG}}$: Subject can travel through the earth to any location.

Poison Vines$^{\text{MAG}}$: As *vine mine,* but the vines are poisonous.

Storm Tower$^{\text{MAG}}$: Tower of swirling clouds absorbs electricity, gives concealment, and prevents movement.

Word of Balance$^{\text{UND}}$: Kills, paralyzes, weakens, or nauseates nonneutral creatures.

8TH-LEVEL DRUID SPELLS

Bombardment$^{\text{F PG}}$: Falling rocks deal 1d8 damage/level and bury targets.

Cocoon$^{\text{X MAG}}$: Paralyzes and drains levels from target.

Wall of Greater Dispel Magic$^{\text{UND}}$: Creatures passing through a transparent wall become subjects of targeted *greater dispel magic.*

9TH-LEVEL DRUID SPELLS

Cast in Stone$^{\text{MAG}}$: You gain petrifying gaze attack.

Drown, Mass$^{\text{UND}}$: As *drown,* but affects 1/level subjects.

Undermaster$^{\text{X UND}}$: You gain earth-related spell-like abilities.

hathran spells

These spells do not represent the hathran's complete spell list. They are spells that may be added to the spell list of another arcane or divine spellcasting class that she has.

0-LEVEL HATHRAN SPELLS

Naturewatch$^{\text{MAG}}$: As *deathwatch,* but only for animals and plants.

1ST-LEVEL HATHRAN SPELLS

Low-Light Vision$^{\text{MAG}}$: Subject sees twice as far under current light.

Scatterspray$^{\text{FOR}}$: Targeted items scatter in a burst dealing 1d8 normal or nonlethal damage.

2ND-LEVEL HATHRAN SPELLS

Flame Dagger$^{\text{MAG}}$: As *flame blade,* but deals 1d4 damage +1/level.

Moonbeam$^{\text{FOR}}$: Creates a cone of moonlight that causes lycanthropes to assume animal form, penetrates darkness spells of equal or lower level.

One with the Land$^{\text{MAG}}$: Link with nature gives a +2 bonus on nature-related skill checks.

3RD-LEVEL HATHRAN SPELLS

Flashburst$^{\text{FOR}}$: Flash of light dazzles and blinds in a 20-ft. burst.

Moon Blade$^{\text{FOR}}$: Touch attack deals 1d8 damage +1/two levels, more to undead, plus scrambles spellcasting.

4TH-LEVEL HATHRAN SPELLS

Land Womb$^{\text{MAG}}$: You and one creature/level hide within the earth.

Planar Ally, Lesser$^{\text{X}}$: Exchange services with a 6 HD extraplanar creature.

5TH-LEVEL HATHRAN SPELLS

Planar Binding, Lesser$^{\text{X}}$: Traps extraplanar creature of 6 or fewer HD until it performs a task.

Moon Path$^{\text{FOR}}$: Grants sanctuary to 1 creature/level.

6TH-LEVEL HATHRAN SPELLS

Planar Ally$^{\text{X}}$: As *lesser planar ally,* but up to 12 HD.

Planar Binding: As *lesser planar binding,* but up to 12 HD.

8TH-LEVEL HATHRAN SPELLS

Planar Binding, Greater: As *lesser planar binding,* but up to 18 HD.

paladin spells

1ST-LEVEL PALADIN SPELLS

Deafening Clang$^{\text{MAG}}$: Weapon deafens with a successful touch attack.

Faith Healing$^{\text{MAG}}$: Cures 8 hp damage +1/level (max +5) for worshiper of your patron.

Silverbeard$^{\text{MAG}}$: You grow a hard silver beard that gives +2 bonus to armor.

Strategic Charge$^{\text{MAG}}$: You gain the benefits of the Mobility feat.

Vision of Glory$^{\text{MAG}}$: Target gains +1 morale bonus on next saving throw.

Warning Shout$^{\text{MAG}}$: All living creatures within half a mile hear your shout.

2ND-LEVEL PALADIN SPELLS

Aura of Glory$^{\text{MAG}}$: You gain bonus on Cha-based skill checks, cure allies, and bolster them against fear.

Bladebane$^{\text{M UNA}}$: Slashing weapon becomes a bane weapon.

Clarity of Mind$^{\text{UND}}$: Grants +4 bonus on saves against charm, compulsion, and glamer spells; reduces glamer miss chance by 10%.

Hand of Divinity$^{\text{MAG}}$: Gives +2 sacred or profane bonus to worshiper of your patron.

Strength of Stone$^{\text{MAG}}$: You gain *bull's strength* that ends if you lose contact with the ground.

3RD-LEVEL PALADIN SPELLS

Forceward$^{\text{PG}}$: Creates a sphere of force that prevents entry by all but you and your allies, grants +2 sacred bonus on saving throws against effects created by evil creatures to those inside.

Know Greatest Enemy$^{\text{MAG}}$: Determines relative power level of creatures within the area.

Loyal Vassal$^{\text{MAG}}$: Ally gains +3 bonus against mind-affecting effects and cannot be compelled to harm you.

Righteous Fury$^{\text{MAG}}$: You gain temporary hp, +2 natural armor bonus, +2 to Str and Dex. Undead that strike you take 1 point of damage.

Undead Bane Weapon$^{\text{PG}}$: Weapon gains the *bane* property and is aligned good.

4TH-LEVEL PALADIN SPELLS

Favor of Ilmater$^{\text{PG}}$: Subject gains Endurance plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions, subject can function at –1 to –9 hp.

Hand of Torm$^{\text{MAG}}$: Creates immobile zone of warding that stuns those of different patrons.

Lawful Sword$^{\text{PG}}$: Weapon becomes +5 axiomatic weapon and emits *magic circle against chaos.*

Revenance$^{\text{M MAG}}$: Slain ally is restored to life for 1 min./level.

Seek Eternal Rest$^{\text{MAG}}$: Turn undead as a paladin two levels higher.

Weapon of the Deity$^{\text{MAG}}$: Gives your weapon magical powers appropriate to your patron.

Ranger spells

1ST-LEVEL RANGER SPELLS

Branch to Branch$^{\text{MAG}}$: Grants +10 on Climb checks and normal movement in trees.

Camouflage$^{\text{UND}}$: Subject gains +10 bonus on Hide checks.

Hunter's Mercy$^{\text{MAG}}$: Your next hit with a bow automatically threatens a critical hit.

Low-Light Vision$^{\text{MAG}}$: Subject sees twice as far under current light.

Naturewatch$^{\text{MAG}}$: As *deathwatch*, but only for animals and plants.

Ram's Might$^{\text{MAG}}$: Your hands become harder and your unarmed attacks deal normal damage.

Smell of Fear$^{\text{MAG}}$: Target's aroma triples the chance of wandering encounters.

Speed Swim$^{\text{MAG}}$: Target gains swim speed 30 ft.

Stalking Brand$^{\text{MAG}}$: Target is marked with symbol you can see despite disguises.

Surefoot$^{\text{MAG}}$: Grants +10 bonus on Balance checks.

Towering Oak$^{\text{MAG}}$: Grants +10 bonus on Intimidate checks.

2ND-LEVEL RANGER SPELLS

Burrow$^{\text{UND}}$: Subject grows claws and gains burrow speed of 10 ft.

Claws of the Beast$^{\text{PG}}$: Your hands become weapons dealing 1d8 damage.

Easy Trail$^{\text{MAG}}$: Makes a trail easier to track.

One with the Land$^{\text{MAG}}$: Link with nature gives +2 bonus on nature-related skill checks.

Scent$^{\text{MAG}}$: Grants the scent ability for 1 hour/level.

3RD-LEVEL RANGER SPELLS

Blade Thirst$^{\text{MAG}}$: Slashing weapon glows and gains +3 bonus.

Decoy Image$^{\text{MAG}}$: Figment mimics you and your allies.

Easy Climb$^{\text{MAG}}$: Changes vertical surface Climb DC to 10.

Living Prints$^{\text{MAG}}$: You perceive tracks as if they had just been made.

Safe Clearing$^{\text{MAG}}$: As *sanctuary*, but protects an area and lasts 1 hour/level.

Tremorsense$^{\text{UND}}$: Grants tremorsense out to 30 feet.

4TH-LEVEL RANGER SPELLS

Burrow, Mass$^{\text{UND}}$: As *burrow*, but affects 1/level subjects.

Darkvision, Mass$^{\text{UND}}$: As *darkvision*, but affects 1/level subjects.

Land Womb$^{\text{MAG}}$: You and one creature/level hide within the earth.

Camouflage, Mass$^{\text{MAG}}$: As *camouflage*, but affects all in range.

Deeper Darkvision$^{\text{UND}}$: Subject can see 60 ft. in magical darkness.

Snakebite$^{\text{MAG}}$: Your arm turns into a poisonous snake you can use to attack.

Superior Darkvision$^{\text{UNA}}$: Subject can see in the dark to any range.

sorcerer and wizard spells

0-LEVEL SORCERER AND WIZARD SPELLS (CANTRIPS)

Evoc **Electric Jolt**$^{\text{MAG}}$: Ranged touch attack deals 1d3 electricity damage.

Horizikaul's Cough$^{\text{MAG}}$: Target takes 1 point of sonic damage and is deafened 1 round.

Illus **Silent Portal**$^{\text{MAG}}$: Negates sound from door or window.

Trans **Launch Bolt**$^{\text{MAG}}$: Launches a crossbow bolt up to medium range.

Stick$^{\text{UND}}$: Glues an object weighing 5 pounds or less to a larger object.

1ST-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Ironguts**$^{\text{MAG}}$: Target gains +4 bonus on saving throws against poison.

Conj **Corrosive Grasp**$^{\text{MAG}}$: You deal 1d6+1 acid damage with one touch/level.

Hail of Stone$^{\text{M UND}}$: Stones deal 1d4/level damage to creatures in the area (max 5d4).

Summon Undead I$^{\text{F PG}}$: Summons undead to fight for you.

Div **Know Protections**$^{\text{MAG}}$: Determines target's defenses.

Evoc **Forcewave**$^{\text{MAG}}$: Deals 1d4+1 damage plus bull rush.

Horizikaul's Boom$^{\text{MAG}}$: Target takes 1d4/two levels sonic damage plus deafness.

Ice Dagger$^{\text{MAG}}$: Splash weapon deals target 1d4 cold damage per level, plus area damage.

Shelgarn's Persistent Blade$^{\text{F MAG}}$: Blade of force attacks target, automatically flanks.

Snilloc's Snowball$^{\text{UNA}}$: Touch attack (melee or ranged) deals 1d6 cold damage +1/level.

Illus **Net of Shadows**$^{\text{MAG}}$: Creates ordinary shadows that provide concealment to all in the area.

Necro **Spirit Worm**$^{\text{MAG}}$: Target takes 1 point Con damage every round for 1 round/level.

Trans **Kaupaer's Skittish Nerves**$^{\text{MAG}}$: Target gains +5 bonus on initiative checks.

Laeral's Cutting Hand$^{\text{MAG}}$: Your hand gains +2 enhancement bonus and is considered armed.

Launch Item$^{\text{MAG}}$: Hurls Fine item up to long range.

Low-Light Vision$^{\text{MAG}}$: Subject sees twice as far under current light.

Scatterspray$^{\text{FOR}}$: Targeted items scatter in a burst dealing 1d8 damage (lethal or nonlethal).

Speed Swim$^{\text{MAG}}$: Target gains swim speed of 30 ft.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Node Lock**$^{\text{UND}}$: Deters others from using an earth node's powers.

Conj **Create Magic Tattoo**$^{\text{M, F PG}}$: Subject receives a magic tattoo with various effects.

Decastave$^{\text{UNA}}$: Thundering quarterstaff of force deals 1d6 damage with touch attack.

Igedrazzar's Miasma$^{\text{MAG}}$: Cloud of fog deals 1d4 nonlethal damage/level.

Summon Undead II$^{\text{F PG}}$: Summons undead to fight for you.

Div **Locate Node** $^{\text{F UND}}$: Finds closest earth node in 1 mile/level radius.

Ench **Nybor's Gentle Reminder**$^{\text{F PG}}$: Target is dazed 1 round, thereafter –2 on attacks, saves, and checks, and distracted.

Evoc **Aganazzar's Scorcher**$^{\text{FOR}}$: Path of fire deals 1d8/two levels.

Battering Ram$^{\text{MAG}}$: Deals 1d6 damage plus bull rush.

Cloud of Bewilderment$^{\text{PG}}$: Generates a nauseating 10-ft. cone.

Combust$^{\text{MAG}}$: Target takes 2d6 fire damage +1/level.

Flame Dagger$^{\text{MAG}}$: As *flame blade,* but deals 1d4 damage +1/level.

Force Ladder$^{\text{MAG}}$: Creates a movable ladder of force.

Gedlee's Electric Loop$^{\text{PG}}$: Deals 1d6/two levels electricity damage plus stunning to a single creature.

Snilloc's Snowball Swarm$^{\text{FOR}}$: Deals 1d6/two levels cold damage in a 10-ft. radius.

Illus **Claws of Darkness**$^{\text{FOR}}$: Your hands become reach melee touch attacks that deal 1d4 cold damage plus *slow.*

Disguise Undead$^{\text{MAG}}$: Changes appearance of one corporeal undead.

Reflective Disguise$^{\text{UND}}$: Viewers see you as their own species and gender.

Shadow Mask$^{\text{FOR}}$: Shadows hide your face and protect against darkness, light, and gazes.

Shadow Spray$^{\text{FOR}}$: Shadows daze targets and deal 2 points of Str damage.

Necro **Death Armor**$^{\text{M MAG}}$: Black aura damages creatures attacking you.

Life Bolt$^{\text{MAG}}$: One ray/two levels draws 1 hp from you to deal 2d4 damage to undead.

Shroud of Undeath$^{\text{MAG}}$: Negative energy shroud makes undead perceive you as undead.

Trans **Balagarn's Iron Horn**$^{\text{MAG}}$: Intense vibrations trip those in area.

Blindsight$^{\text{PG}}$: Grants blindsight out to 30 ft.

Lively Step$^{\text{PG}}$: You and allies gain +10 increase to speed and can hustle for an extra hour per day per level.

Scent$^{\text{MAG}}$: Grants the scent ability for 1 hour/level.

Stone Bones$^{\text{MAG}}$: Corporeal undead gains +3 natural armor bonus.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Abolish Shadows**$^{\text{UNA}}$: Shadow creatures take 1d6/level damage, shadow and darkness spells might be dispelled.

Eradicate Earth$^{\text{UND}}$: Deals 1d8/level damage to earth creatures (max 10d8).

Reverse Arrows$^{\text{MAG}}$: As *protection from arrows,* but negated arrows turn back upon their source.

Shadow Tentacle, Lesser$^{\text{LOR}}$: Shadow animates into tentacle to entangle opponents.

Conj **Mage Armor, Improved**$^{\text{M UNA}}$: Field of force provides +3 armor bonus +1/two levels.

Mestil's Acid Breath$^{\text{MAG}}$: Cone of acid deals 1d6/level acid damage.

Node Door$^{\text{UND}}$: Allows teleportation between any known earth nodes.

Summon Undead III$^{\text{F PG}}$: Summons undead to fight for you.

Div **Analyze Portal**$^{\text{FOR}}$: Detects and analyzes *portals* within 60 ft. (Detects magic portals.

Detect Metal and Minerals$^{\text{M RAC}}$: Detects large accumulations of metal and other minerals.

Ench **Nybor's Mild Admonishment**$^{\text{F PG}}$: Target is dazed 1d4 rounds, then –2 on attacks, saves, and checks, and distracted.

Evoc **Blacklight**$^{\text{FOR}}$: Creates a 20-ft. radius of supernatural darkness you can see through.

Flashburst$^{\text{FOR}}$: Flash of light dazzles and blinds in a 20-ft. burst.

Manyjaws$^{\text{PG}}$: One set of jaws/level attacks enemies for 1d4 damage.

Nchaser's Glowing Orb$^{\text{PG}}$: Creates permanent magical light; you control brightness.

Scintillating Sphere$^{\text{MAG}}$: 20-ft.-radius spread deals 1d6/level electricity damage.

Shatterfloor$^{\text{MAG}}$: Deals 1d4/level sonic damage, also damages floor surface 6 inches deep.

Steeldance$^{\text{MAG}}$: Daggers become Medium flying animated objects that attack foes.

Illus **Khelben's Suspended Silence**$^{\text{M MAG}}$: Object becomes programmed to create an area of silence at your command.

Necro **Handfang**$^{\text{LOR}}$: Biting mouth in your palm deals 1d8 damage and starts grapple.

Healing Touch$^{\text{MAG}}$: You take up to 1d6/two levels damage and heal target that amount.

Spider Poison$^{\text{MAG}}$: Touch deals 1d6 Str damage, repeats in 1 minute.

Skull Watch$^{\text{F PG}}$: Skull shrieks when creature enters warded area.

Undead Lieutenant$^{\text{MAG}}$: Targeted undead can give orders to undead in your control.

Undead Torch$^{\text{MAG}}$: Undead creature gains blue aura that deals +2d4 damage against living creatures.

Trans **Amanuensis**$^{\text{MAG}}$: Copies nonmagical text.

Amorphous Form$^{\text{UND}}$: Subject becomes puddlelike and can slip through cracks quickly.

Burrow$^{\text{UND}}$: Subject grows claws and gains burrow speed of 10 ft.

Deeper Darkvision$^{\text{UND}}$: Subject can see 60 ft. in magical darkness.

Icelance$^{\text{PG}}$: Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.

Mage Hand, Greater$^{\text{MAG}}$: As *mage hand,* but medium range and 10 lb./caster level.

Spiderskin$^{\text{UND}}$: Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.

Tremorsense$^{\text{UND}}$: Grants tremorsense out to 30 feet.

Weapon of Impact$^{\text{MAG}}$: As *keen edge,* but aids blunt weapons.

4TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Ilyykur's Mantle**$^{\text{M UNA}}$: Aura grants +1/three levels against spells and spell-like abilities and resistance to electricity 15.

Wall of Chaos$^{\text{MAG}}$: As *magic circle against law,* except as a one-sided wall.

Wall of Evil$^{\text{MAG}}$: As *magic circle against good,* except as a one-sided wall.

Wall of Good$^{\text{MAG}}$: As *magic circle against evil,* except as a one-sided wall.

Wall of Law$^{\text{MAG}}$: As *magic circle against chaos,* except as a one-sided wall.

Conj **Summon Undead IV**$^{\text{F PG}}$: Summons undead to fight for you.

Viscid Glob$^{\text{UND}}$: Ranged touch attack hurls 5-ft.-diameter glob of glue at target.

Wall of Sand$^{\text{PG}}$: Swirling sand blocks ranged attacks, slows movement through.

Div **Portal View**$^{\text{F UND}}$: Turns target *portal* transparent.

Evoc **Caligarde's Claw**$^{\text{PG}}$: Claw of force attacks opponent or guards area.

Explosive Cascade$^{\text{MAG}}$: Bouncing flame ball deals 1d6/level fire damage.

Force Orb$^{\text{UNA}}$: Globes of force deal 1d6/level damage, divided among multiple targets.

Thunderlance$^{\text{FOR}}$: Lance of force deals 2d6 damage, plus can dispel force effects.

Tirumael's Energy Spheres$^{\text{MAG}}$: Five colored spheres attack with or negate acid, cold, electricity, fire, and sonic energy.

Illus **Shadow Well**$^{\text{MAG}}$: Target enters gloomy pocket plane and emerges frightened.

Necro **Plague Carrier**$^{\text{RAC}}$: As *contagion,* but target is contagious during incubation period.

Sinsabur's Baleful Bolt$^{\text{UNA}}$: Bolt of dark energy deals 1d3 Str and Con damage +1/four levels.

Trans **Backlash**$^{\text{MAG}}$: Target cursed if it uses spells against another creature.

Bladebane$^{\text{M UNA}}$: Slashing weapon becomes a bane weapon.

Darsson's Potion$^{\text{MAG}}$: Creates a potion that must be used within 1 hour/level.

Fire Stride$^{\text{FOR}}$: Multiple-use *dimension door* that works only through large fires.

Ghorus Toth's Metal Melt$^{\text{MAG}}$: Melts metal object without heat.

Gutsnake$^{\text{MAG}}$: A 15-ft. tentacle grows from your stomach and attacks your enemies.

Iron Bones$^{\text{MAG}}$: Corporeal undead gains +5 natural armor bonus.

Spell Enhancer$^{\text{PG}}$: Lets you cast another spell in the same round at +2 caster level.

Superior Darkvision$^{\text{UNA}}$: Subject can see in the dark to any range.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Ironguard, Lesser**$^{\text{FOR}}$: Subject becomes immune to nonmagical metal.

Shadow Tentacle, Greater$^{\text{LOR}}$: As *lesser shadow tentacle,* but longer and stronger.

Wall of Dispel Magic$^{\text{UND}}$: Creatures passing through a transparent wall become subjects of targeted *dispel magic.*

Watchware$^{\text{M UNA}}$: You know when target object is touched.

Conj **Mestil's Acid Sheath**$^{\text{MAG}}$: Sheath of acid damages those who attack you, lets you make touch attacks.

Summon Undead V$^{\text{F PG}}$: Summons undead to fight for you.

Evoc **Ball Lightning**$^{\text{PG}}$: Energy balls deal 1d6/level electricity damage.

Firebrand$^{\text{MAG}}$: One 5-ft. burst/level deals 1d6/level fire damage.

Horizikaul's Versatile Vibration$^{\text{F MAG}}$: Cone of sound deals damage or moves objects.

Presper's Moonbow$^{\text{PG}}$: Creates 1d4 motes of light that attack enemies.

Shroud of Flame$^{\text{PG}}$: Target bursts into flames, taking 2d6 fire damage per round and shooting gouts of flame that deal 1d4 fire damage to creatures within 10 feet.

Stone Sphere$^{\text{UND}}$: A 5-ft.-diameter stone sphere rolls over your enemies.

Illus **Shadow Hand**$^{\text{MAG}}$: Medium hand attacks, blocks opponents, or carries items.

Necro **Beltyn's Burning Blood**$^{\text{UNA}}$: Target takes 1d8 acid damage and 1d8 fire damage per round and is nauseated.

Fleshshiver$^{\text{PG}}$: Target is stunned for 1 round, takes 1d6/level damage, and is nauseated for 1d4+2 rounds.

Grimwald's Graymantle$^{\text{FOR}}$: Target is prevented from regaining hit points by any means.

Kiss of the Vampire$^{\text{M MAG}}$: You gain vampirelike supernatural abilities but are vulnerable to attacks that harm undead.

Trans **Blink, Improved**$^{\text{UNA}}$: As *blink,* but you control timing.

Create Chosen One$^{\text{MOF}}$: Transforms human into chosen one.

Create Darkenbeast$^{\text{MOF}}$: Transforms animal into darkenbeast.

Lutzaen's Frequent Jaunt$^{\text{MAG}}$: Creates short-range, multiple-use *dimension door.*

Shape Metal$^{\text{RAC}}$: As *stone shape,* but affects metal instead of stone.

Simbul's Spell Matrix$^{\text{F PG}}$: Magical matrix stores a 3rd-level or lower spell to be cast later as quickened spell.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Gate Seal**$^{\text{M FOR}}$: Permanently closes a *gate* or *portal.*

Conj **Fire Spiders**$^{\text{M MAG}}$: Swarm of Fine fire elementals attacks targets.

Spore Cloak^{RAC}: Cloud of yellow mold spores gives you concealment, deals 1d6 Con damage to creatures that enter your square.

Tunnel Swallow^{UND}: Tunnel's peristaltic convulsions deal 1d6/level damage (max 15d6).

Evoc **Acid Storm**^{PG}: Deals 1d8/level acid damage in a 20-ft. radius.

Cacophonic Shield^{MAG}: Immobile shield blocks missiles, deals 1d6 damage +1/level, and deafens intruders.

Howling Chain$^{F\ PG}$: Chain of force entangles and attacks opponent.

Prismatic Eye$^{F\ PG}$: Orb produces individual prismatic rays as touch attacks.

Shadow Canopy^{LOR}: Dome of shadow is impenetrable to vision and dark inside.

Illus **Reflective Disguise, Mass**^{UND}: Viewers see subjects as their own species and gender.

Necro **Contagion, Mass**^{RAC}: As *contagion,* but affects multiple creatures.

Trans **Burrow, Mass**^{UND}: As *burrow,* but affects one/level subjects.

Darkvision, Mass^{UND}: As *darkvision,* but affects one/level subjects.

Dhulark's Glasstrike^{MAG}: Turns subject into glass.

Energy Transformation Field$^{M,\ X\ MAG}$: Area absorbs magic energy to power a predetermined spell.

Fiendform^{PG}: As *polymorph,* except you can gain the form and powers of an evil outsider.

Ghorus Toth's Magnetism^{UNA}: Metallic creature or object becomes strongly magnetic.

Hardening^{MAG}: Increases target object's hardness by 1/two caster levels.

Mineralize Warrior $^{M,\ X\ UND}$: Grants willing subject the mineral warrior template.

Stone Body^{PG}: Your body becomes living stone.

Stone Metamorphosis^{UND}: Changes type of stone.

Translocation Trick^{MAG}: You and target switch places and appear as each other.

7TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Antimagic Aura**^{MAG}: Creates *antimagic field* that affects one creature.

Ironguard, Greater$^{F\ FOR}$: Subject becomes immune to metal.

Ruby Ray of Reversal$^{M\ PG}$: Ray negates magical or mundane hazards.

Conj **Vipergout**^{PG}: You spit forth celestial or fiendish vipers that attack your foes.

Ench **Nybor's Stern Reproof**$^{F\ PG}$: As *Nybor's mild admonishment,* except the target must save or die.

Evoc **Great Thunderclap**^{MAG}: Loud noise causes stunning, deafness, and knocks creatures prone in a large area.

Zajimarn's Ice Claw Prison^{MAG}: Ice claw grapples and deals normal and cold damage.

Trans **Changestones**$^{F\ UND}$: Prepared stones become liths.

Gemjump$^{F\ MAG}$: You teleport to the location of a specially prepared gem.

Simbul's Spell Sequencer$^{F\ PG}$: Stores up to two spells of 3rd level or lower to be released later.

Simbul's Synostodweomer^{MAG}: Channels a spell into positive energy to cure 1d6/spell level damage.

Stone Shape, Greater^{UND}: Sculpts 10 cu. ft. + 10 cu. ft./level of stone into any shape.

Teleport, Mass^{MAG}: As *teleport,* but teleports more people, and you don't have to go.

8TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Spell Engine**$^{M,\ X\ MAG}$: Magical energy disk absorbs incoming spells.

Wall of Greater Dispel Magic^{UND}: Creatures passing through a transparent wall become subjects of targeted *greater dispel magic.*

Transcribe Symbol$^{F\ PG}$: Safely moves an untriggered magical symbol to another location.

Ench **Nybor's Wrathful Castigation**^{MAG}: Target dies, or may be dazed and −4 on all saves for 1 round/level.

Evoc **Flensing**^{FOR}: Trauma deals 2d6 damage plus 1d6 Cha and Con damage.

Lightning Ring^{PG}: Ring of lightning gives you resistance to electricity 20, emits two *lightning bolts* per round or eight at once.

Zajimarn's Field of Icy Razors$^{F\ MAG}$: Creatures in area take normal and cold damage, may be *slowed.*

Necro **Devastate Undead**$^{F\ LOR}$: Target undead must save or be destroyed; caster takes (or heals) 5 points of damage per HD of destroyed undead.

Skeletal Guard$^{M\ MAG}$: Creates one skeleton/level that is resistant to turning.

Trans **Blackstaff**^{MAG}: Greatly enhances staff or quarterstaff.

Excavate^{UND}: Creates a permanent passage in earth and walls.

Simbul's Skeletal Delisquescence^{MAG}: Target becomes a soft-bodied oozelike creature.

Stone Metamorphosis, Greater^{UND}: Changes 10 cu. ft. + 10 cu. ft./level of stone into another type of stone.

Symbol, Death Symbol of Bane^{MAG}: Functions like a *symbol of death* plus 1d12 cold damage and *doom* effect.

Symbol, Symbol of Spell Loss^{MAG}: Spellcasters in the area lose highest-level spell.

9TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Elminster's Effulgent Epuration**^{PG}: Creates one sphere/level to negate hostile magic.

Maw of Chaos^{MAG}: Area of energy damages creatures and disrupts concentration.

Mystra's Miasma^{PG}: *Solid fog* reduces caster level by −4.

Conj **Black Blade of Disaster**^{MAG}: Floating magic weapon deals damage and may *disintegrate* targets.

Node Genesis $^{X\ UND}$: Creates a Class 1 earth node.

Sphere of Ultimate Destruction^{UNA}: Sphere disintegrates everything it touches.

Zajimarn's Avalanche^{MAG}: Wave of slush deals 1d4/level cold damage and moves targets.

Evoc **Elminster's Evasion**$^{\text{F, M, X FOR}}$: Enhanced *contingency* spell teleports you under six possible conditions.

Eye of Power$^{\text{PG}}$: As *arcane eye,* but you can cast spells of 7th level or lower through it.

Necro **Stasis Clone**$^{\text{M, F LOR}}$: As *clone,* but kept in stasis until original dies.

Trans **Alamanther's Return**$^{\text{M, X MAG}}$: Duplicates observed spell or spell-like ability.

Simbul's Spell Trigger$^{\text{F PG}}$: Stores up to three spells of 3rd level or lower to be released later.

Undermaster$^{\text{X UND}}$: You gain earth-related spell-like abilities.

spells

The spells presented here follow all the rules presented in Chapter 10: Magic and Chapter 11: Spells in the *Player's Handbook.*

Acid storm

Evocation [Acid]
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Area: Cylinder (20-ft. radius, 20 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Illustration by Carl Frank

You cause acid to rain downward. The acid deals 1d8 points of acid damage per caster level (maximum 15d8) to each creature in the area.

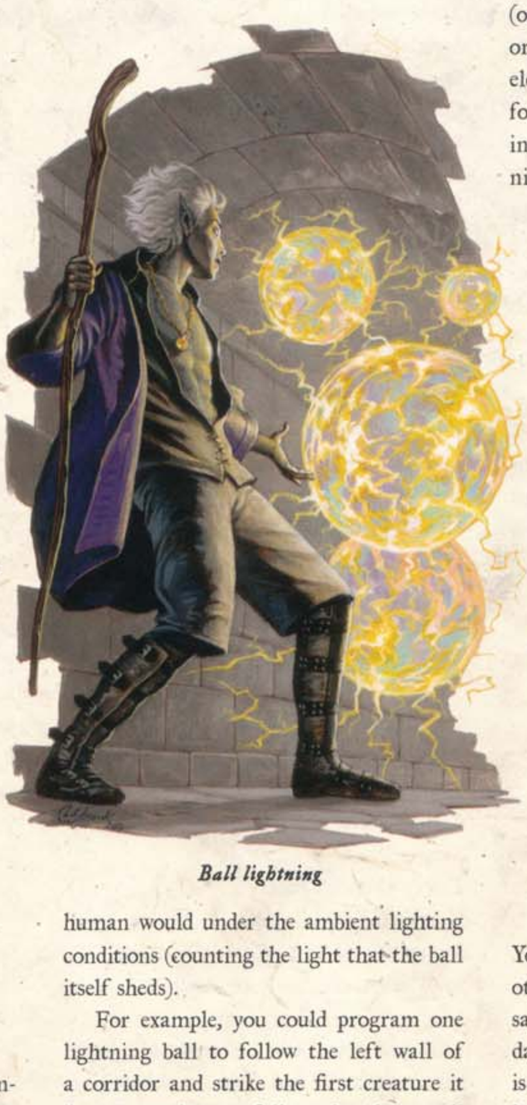
Material Component: A flask of acid.

Ball Lightning

Evocation [Electricity]
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./levels)
Effect: One lightning ball/two levels
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes

You create one 3-foot-diameter ball of concentrated electricity per two caster levels (maximum eight balls). Each ball sheds light as a candle.

When you create the balls of lightning, you mentally program them to move as you desire, even around corners. A ball can move up to 100 feet per round and flies with perfect maneuverability. Upon striking a creature, the ball stops and remains in place for the remainder of the spell's duration. A ball dissipates if the distance between you and it exceeds the spell's range. Each ball can "see" as a human would under the ambient lighting conditions (counting the light that the ball itself sheds).



Ball lightning

For example, you could program one lightning ball to follow the left wall of a corridor and strike the first creature it "sees," another to follow the right wall and do the same, and the remainder to follow 5 feet behind you in a semicircle. The first two lightning balls would turn corners to follow the walls, even if doing so took them out of your line of sight, and each would strike the first creature it "saw," which would cancel its program and leave it in its target's square. Programming the balls is a free action in the round the spell is cast and a move-equivalent action in any other round.

A creature struck by a lightning ball (or one that touches a ball with natural or melee weapons) takes 2d6 points of electricity damage (Reflex saving throw for half damage). A creature that comes into contact with multiple balls of lightning takes damage individually from each and receives a saving throw for each. A creature with spell resistance makes a separate spell resistance check against each lightning ball; success means that ball cannot harm the creature.

Material Component: A handful of copper and iron pellets.

Battletide

Transmutation
Level: Initiate of Bane 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: You and up to one creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You steal energy from others. Each target other than you takes a –2 penalty on saving throws, attack rolls, and weapon damage rolls. As long as at least one enemy is affected by the spell, you receive the following benefits.

- You gain a +1 bonus on attack rolls and Reflex saves, and a +1 dodge bonus to AC. Any condition that causes you to lose your Dexterity bonus to Armor Class (if any) also negates this dodge bonus.
- All of your modes of movement increase by 30 feet, to a maximum of twice

your normal speed with each form of movement. This increase counts as an enhancement bonus.

- When using a full attack action, you may make one extra attack with any weapon you are holding. You make this attack using your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects, such as that provided by the *haste* spell or a weapon with the speed special ability.
- If you do not make an extra attack, you may cast any 0-level or 1st-level spell you have prepared as a free action, as though you had applied the Quicken Spell feat to it. For every two caster levels beyond 9th, you may apply this benefit to a spell one level higher (to 2nd-level spells at 11th level, 3rd-level spells at 13th level, 4th-level spells at 15th level, and 5th-level spells at 17th level). The benefit cannot be applied to spells higher than 5th level.

If all the affected enemies are freed from the spell (by death, entering an *antimagic field,* receiving a successful *dispel magic,* or the like), the spell ends immediately.

Black Talon

Necromancy
Level: Initiate of Cyric 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: No; see text

One of your arms transforms into a retractable, rubbery appendage ending in a taloned claw. You can attack with this claw as if your natural reach were 5 feet longer than it is. (Thus, the spell provides a 10-foot natural reach for most Medium casters.) You gain a +1 profane bonus on attack rolls with the *black talon,* and this bonus increases by 1 per four caster levels (to +2 at 5th level, +3 at 9th level, and so forth). The talon deals 1d6 points of slashing damage +1 point of negative energy damage per caster level (maximum +10). A successful Will save reduces the negative energy damage by half.

You can also use the talon to make touch attacks, and the profane bonus on attack rolls applies to these as well. A successful touch attack deals only the negative energy damage. As with similar effects, the negative energy damage from this spell heals undead creatures.

Blinding Spittle

Transmutation
Level: Druid 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One missile of spit
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You spit caustic saliva into your target's eyes with a successful ranged touch attack. A −4 penalty applies to the attack roll. The spittle blinds the target until it can wash its eyes with water or some other rinsing fluid.

This spell has no effect on creatures without eyes or creatures that don't depend on eyes for vision.

Blindsight

Transmutation
Level: Cleric 3, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability out to 30 feet. (For details, see page 290 of the *Dungeon Master's Guide.*)

Bombardment

Conjuration (Creation)
Level: Druid 8
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 15-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You cause a rain of rocks to fall from the sky, burying your opponents. You designate the spot on which the burst is centered. Each creature in the area that fails a Reflex saving throw takes 1d8 points of damage per caster level (maximum 20d8) and is buried under rubble (see Avalanches, page 90 of the *Dungeon Master's Guide*). A successful save halves the damage and avoids burial. Buried subjects are subject to suffocation (see page 304 of the *Dungeon Master's Guide*) until they climb out from under the rocks (a full-round action).

Focus: A quartz crystal embedded in rock.

Briartangle

Transmutation
Level: Initiate of Nature 4

This spell functions like *entangle,* except as follows. The entangling plants are changed to tangled briars covered with sharp thorns that grow to a height of 6 feet. Each entangled creature takes 1d8 points of piercing damage +1 point per two caster levels in the round it becomes entangled. In each subsequent round that it attempts to break free or move within the briars, it takes a like amount of damage. An entangled creature attempting to cast a spell within the briars must make a successful Concentration check (DC 20 + the spell's level) or lose the spell.

The briars are thick and tall enough to grant cover to creatures within or behind them.

Caligarde's Claw

Evocation [Force]
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Invisible claw of force
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Caligarde's claw creates a Medium claw of invisible force at any spot you designate within the spell's range. You can either send the claw to attack one specific target or order it to guard an area. The claw's orders may be switched each round as a free action, if you so desire.

The claw has Strength 22, Dexterity 18, AC 16 (+4 Dex, +2 for invisibility), and hit points equal to one-half your full normal total. It attacks at your base attack bonus, applying modifiers for its own statistics as appropriate (+6 for Str and +2 for invisibility). It can make multiple attacks per round with a full attack action if your base attack bonus is high enough to allow it. Since it counts as an invisible attacker, the target loses its Dexterity bonus (if any) to AC unless it has uncanny dodge. A *Caligarde's claw* deals 1d6+6 points of damage with each successful attack. The claw is corporeal and can be destroyed, which ends the spell. Since it is invisible, any attacks made against it have a 50% miss chance.

If ordered to attack a single target, the claw moves from its current position toward the designated target at a speed of 90 feet, provided the target is within range of the spell. It attacks on your turn and continues to attack until it or its target is destroyed, or the spell's duration ends, or you redirect it to a new target or to guard duty. While it is assigned to attack a specific target, the claw cannot make attacks of opportunity.

If you order the claw to guard an area, it flies at a speed of 90 feet to any 5-foot square you designate within the spell's range and waits there. While on guard duty, it does not attack on its own, but it makes attacks of opportunity whenever a foe performs an action that provokes such an attack within 5 feet of its position. The claw functions as though it had the Combat Reflexes feat for this purpose, so it may make a total of five attacks of opportunity per round. A claw in guard mode cannot take attack actions or full attack actions; it can only wait for an action that provokes an attack of opportunity.

Material Component: A small, dried claw from an animal.

Claws of the Beast

Transmutation
Level: Druid 1, ranger 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Your fingers sprout claws. When you cast this spell, your hands become weapons that deal 1d8 points of damage each or your normal unarmed damage, whichever is greater. You are considered armed while this spell is in effect.

Cloud of Bewilderment

Evocation
Level: Bard 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft. cone
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You breathe out an invisible cone of noxious air. Each creature in the area is nauseated for 1d6 rounds.

Create Magic Tattoo

Conjuration (Creation)
Level: Sorcerer/wizard 2
Components: V, S, M, F
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell creates a single magic tattoo. You determine the exact type of tattoo, though the selection is limited by your caster level, as indicated below. You must possess a modicum of artistic talent to sketch the desired tattoo—at least 1 rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill. Inscribing a magic tattoo requires a successful Craft check. The DC varies with the kind of tattoo, as noted below.

If you are a 3rd- to 6th-level caster, you can inscribe a tattoo that generates any one of the following effects (Craft DC 10).

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.
- +1 deflection bonus to AC.

At 7th to 12th caster level, you can add the following tattoos to the list that you can inscribe (Craft DC 15):

- +2 resistance bonus on all saving throws.
- +2 competence bonus on attack rolls.

When your caster level reaches 13th, you may add the following to the list of tattoos you can inscribe (Craft DC 20).

- Spell resistance equal to 10 + 1/six caster levels.
- +2 enhancement bonus to any one ability score.
- +1 level of spellcasting ability. This effect increases the subject's effective level, but not the total number of spells. For example, an 11th-level caster who receives this tattoo functions as a 12th-level caster for the purpose of determining level-based spell variables (such as range, area, effect, and so on), but he does not receive any extra spells.

A single creature can have only three magic tattoos at a time. Any attempt to apply more than that automatically fails.

A successful *erase* spell removes a single magic tattoo. A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing them (see the *dispel magic* spell description, page 223 of the *Player's Handbook*).

Material Components: Tattoo inks in appropriate colors costing at least 100 gp.

Focus: Tattoo needles.

Dread Blast

Necromancy
Level: Initiate of Cyric 4
Components: V, S
Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will half; see text

You fire a black ray of negative energy at a single target as a ranged touch attack. Any creature struck by this ray takes 4d8 points of damage +1 point per caster level (up to +20) and becomes dazed for 1 round. A successful Will save halves the damage and negates the dazed effect. The spell has no effect on constructs or inanimate objects.

Since undead are powered by negative energy, this spell cures them of as much damage as it would ordinarily deal.

Elminster's Effulgent Epuration

Abjuration
Level: Sorcerer/wizard 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One magic-absorbing sphere per caster level
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When you cast this spell, you bring forth one floating, silvery sphere per caster level, each about the size of your head. These spheres hover around you to provide protection from magical effects. As a standard action, you may shift the spell's effect (and thus all the spheres) to any other creature within range.

Each of these spheres can absorb and completely negate any spell or spell-like ability, regardless of level, that directly targets the subject. The spheres do not automatically absorb all spells; the subject may choose whether or not to let them absorb any given spell cast upon it. (This option allows the creature to benefit from helpful spells.) Area spells and spells that do not actually have a target (such as *Bigby's interposing hand*) cannot be absorbed. Once a sphere has absorbed a spell or spell-like ability, it simply fades away. Only spells and spell-like abilities of deific power can overcome the protection provided by *Elminster's effulgent epuration.*

Eye of Power

Evocation
Level: Sorcerer/wizard 9
Effect: Magical sensor

This spell functions like the 4th-level spell *arcane eye,* except as follows. You may cast any spell of 7th level or lower that has a range other than personal through the eye. Any spell so cast functions as though it had been cast from the *eye of power's* location rather than yours. Casting any spell of higher than 7th level through the eye not only produces no effect (though the spell is still expended), but it destroys the *eye of power* and ends the spell.

Unlike an *arcane eye,* an *eye of power* is visible and corporeal, so it can be destroyed. The eye is a Fine object with AC 18 and 77 hit points. It uses your save bonuses for saving throws.

Favor of Ilmater

Necromancy
Level: Initiate of Ilmater 4, paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One willing creature
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

The target becomes immune to nonlethal damage, charm and compulsion effects, and attacks that function specifically by causing pain. It is further immune to effects that would cause it to be dazed, exhausted, fatigued, nauseated, sickened, staggered, or stunned. The target remains conscious at –1 to –9 hit points and can take a single action each round while in that state. If any of the above conditions were in effect on the target at the time of casting, they are suspended for the spell's duration. (Thus, an unconscious target becomes conscious and functional.) When the spell ends, any effects suspended by the spell that have not expired in the interim (such as fatigue, which normally requires 8 hours of rest to abate) return. Effects that expired during the duration of this spell do not resume when it ends.

In addition to these effects, the target gains the benefit of the Endurance feat for the duration of the spell.

Fiendform

Transmutation [Evil]
Level: Sorcerer/wizard 6
Components: V, M
Duration: 1 min./level

This spell functions like *polymorph,* except as indicated. You may take the form of any fiendish creature, demon, or devil that can be summoned by a *summon monster I, II, III,* or *IV* spell. You can assume only one form with each use of the spell, but you gain all the assumed form's extraordinary, spell-like, and supernatural abilities. Your type changes to outsider, and spells and effects that harm or ward evil outsiders affect you. Any effect that would banish you to your home plane ends this spell and leaves you staggered for 1 round per caster level but does not send you to another plane.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

Fireward

Transmutation
Level: Druid 5, initiate of nature 5
Area: One 20-ft. cube/level (S)
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell functions like *quench,* except as indicated above. In addition, it has the following effects. While *fireward* remains in effect, no magical fire effect can function inside its area. This effect is similar to that of an *antimagic field,* but only fire spells are suppressed. Any nonmagical fire created inside or brought into the spell's area is immediately extinguished as well.

Fleshshiver

Necromancy
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action.
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

This ghoulish spell affects the target's skeleton, causing excruciating pain by twisting and snapping bones. The target is automatically stunned for 1 round (no saving throw). In the following round, it must make a Fortitude save or take 1d6 points of bludgeoning damage per caster level and be nauseated by the pain for 1d4+2 rounds.

Material Component: A bone, which is snapped during the casting of the spell.

Forceward

Abjuration
Level: Initiate of Helm 3, paladin 3
Components: V, S, DF
Casting Time: 1 full round
Range: 10 ft.
Targets: You and any allies within a 10-ft.-radius emanation centered on you
Duration: 1 min./level
Saving Throw: No; see text
Spell Resistance: Yes

You create an unmoving, transparent sphere of force centered on you. The interior of the sphere and everything within 5 feet of its edge is illuminated with light equivalent to that of a candle.

You and your allies may enter the sphere at will. Any other creature that tries to enter must make a Will saving throw to succeed. Any creature may leave the sphere freely, but a creature that has left must make a successful Will save to enter again, even if it is you or one of your allies. Creatures within the area of the sphere at the time of casting are not forced out.

While in the area of the *forceward*, you and your allies each gain a +2 sacred bonus on saving throws against effects created by evil creatures. Creatures within the area that are not your allies gain no benefit.

The *forceward* does not prevent spells or objects from entering the area, so it is possible for two creatures on opposite sides of the sphere's edge to fight without penalties. A creature using unarmed attacks or natural weapons in this manner, however, must still make a Will save each round, or its attacks cannot pass the *forceward*'s boundary.

Gedlee's Electric Loop

Evocation [Electricity]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/three caster levels, each of which must be adjacent to another target
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You create one small stroke of lightning that targets one creature per three caster levels you possess (maximum four creatures). Each target must be in a square adjacent to another target. The spell deals 1d6 points of electricity damage per two caster levels (maximum 5d6) to each target. A creature that fails its Reflex save must make a successful Will save or be stunned for 1 round.

Material Component: A loop of copper wire and a magnet.

Glory of the Martyr

Abjuration [Good]
Level: Initiate of Ilmater 4
Components: V, S, F, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Like *shield other,* this spell wards the subjects, creating a mystic connection between them and you that transfers some of their wounds to you. Each subject gains a +1 deflection bonus to AC and a +1 resistance bonus on all saving throws. In addition, each subject takes only one-half the normal hit point damage from any attack, and you take the remainder. Forms of harm that do not involve hit points, such as *charm* effects, ability damage, level draining, and *disintegration,* are not affected. If a subject's hit points are reduced because of a lowered Constitution score, that reduction is not split with you because it is not hit point damage. When the spell ends, any subsequent damage is no longer divided between you and the subjects, but the damage you took for the subjects is not reassigned to them.

If you die while *glory of the martyr* is in effect, the spell ends in a burst of positive energy that restores 1d8 hit points to each subject.

If a subject dies or moves out of range of the spell, that subject's connection to you is severed, but the spell remains in force with respect to other subjects. If your connection with all subjects is severed, the spell ends.

Focus: A platinum ring worth at least 50 gp worn by you and each subject of the spell.

General of Undeath

Necromancy [Evil]
Level: Cleric 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 day/level

This spell increases the number of Hit Dice of undead that you can control by an amount equal to five times your caster level. When the duration expires, you lose control of the extra undead as if you had voluntarily relinquished control of them.

Handfire

Evocation [Light]
Level: Initiate of Selûne 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You surround your hand with winking motes of light that resemble a cluster of constantly renewed sparks. The lights can be any color you choose, but the color cannot be changed once the spell is cast. *Handfire* provides illumination equal to that of a candle, but it does not give off heat and cannot ignite objects.

Handfire can be used as a melee touch attack up to once per two caster levels. Against a living creature, this attack deals 1d8 points of damage +1 point per caster level (maximum +5). Against undead, *handfire* deals 2d6 points of damage +1 point per caster level (maximum +5). It has no effect on targets that are neither living nor undead (such as constructs).

Harmony

Enchantment (Compulsion)
[Mind-Affecting, Sonic]
Level: Bard 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Variable; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When you use the inspire courage function of your bardic music ability while this spell is in effect, the morale bonus on saving throws against charm and fear effects increases by 2, and the morale bonus on attack rolls and damage rolls increases by 1.

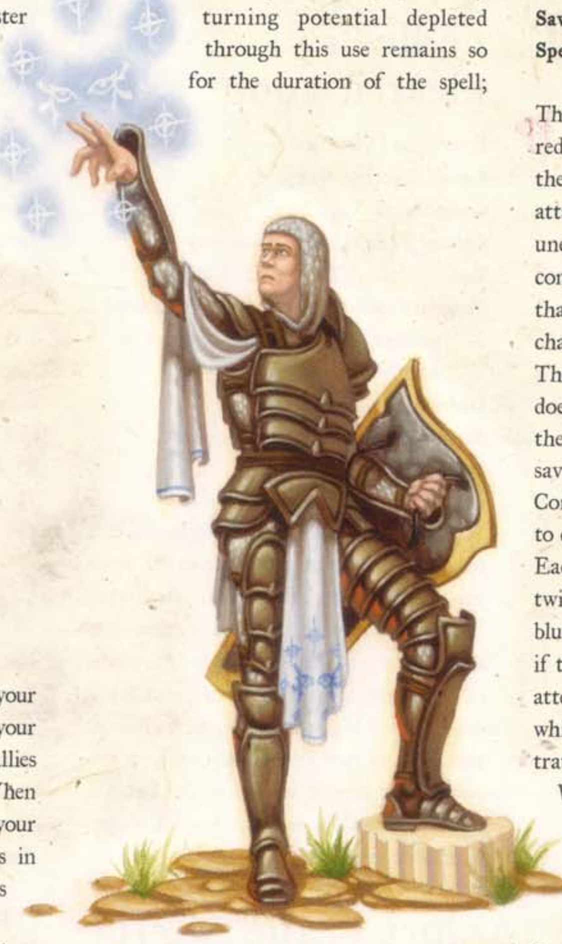
This effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability within 1 minute of casting this spell, the *harmony* effect ends.

Holy Star

Abjuration
Level: Initiate of Mystra 7
Components: V, S
Casting Time: 1 standard action
Range: Personal
Effect: Protective star of energy
Duration: 1 round/level (D)

You create a glowing mote of energy that stays near your shoulder, providing light equal to that of a candle. This star has the following three functions, and you can designate which function to activate as a free action on your turn.

Spell Turning: The *holy star* can turn a total of four to seven (1d4+3) spell levels as the *spell turning* spell. Any turning potential depleted through this use remains so for the duration of the spell; the *holy star* does not return to full capacity every time you choose this function. If its entire spell turning capacity is expended, this function no longer works, but the others do.



Handfire

Protection: The *holy star* gives you a +10 circumstance bonus to AC without affecting your actions.

Fire Bolt: The *holy star* lashes out with a beam of energy as a ranged touch attack against a creature up to 90 feet away. This attack uses your attack bonus and deals fire damage equal to 1d6 points per two caster levels (maximum 10d6).

Howling Chain

Evocation [Force]
Level: Sorcerer/wizard 6
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature within range
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

This spell summons a shimmering, blood-red chain of pure force that winds around the target, hampering its movement and attacking it. The spell is named for the unearthly howl the chain emits while constricting its victim. The noise is so loud that each creature within 100 feet of the chain takes a –2 penalty on Listen checks. The chain does not hold its victim fast, nor does it prevent the target from acting, but the target takes a –2 penalty on all attacks, saves, and skill checks and must make a Concentration check (DC 15 + spell level) to cast any spell with somatic components. Each round, the chain attacks its target twice (+13/+8 melee), dealing 3d4 points of bludgeoning damage per hit. Additionally, if the target of the *howling chain*'s attacks attempts to cast a spell during a round in which both of its attacks hit, the Concentration DC increases by 5.

When the *howling chain* spell is first cast, the target may make a Reflex save to evade its constricting coils. A successful save means that the chain manifests somewhere within 5 feet of the target. (Use the rules for missing with a thrown weapon on page 158 of the *Player's Handbook* to determine where the chain actually appears.) Assuming that the target does not move away, the chain once again attempts to ensnare its designated target on your next action, requiring another Reflex save. If the designated target is no longer adjacent to the chain, it moves toward its quarry each round at a speed of 20 feet, attacking as soon as possible.

The *howling chain* is a Medium object with AC 12 and 33 hit points, and it uses your save bonuses for saving throws. However, all damage dealt to the chain also applies to the target of the *howling chain* spell. The target may make a Fortitude save

Illustration by Ben Thompson

for half damage. The spell ends when its duration expires, when the chain is destroyed, or when the target dies.

Focus: A small length of platinum chain worth at least 500 gp.

Icelance

Transmutation
Level: Druid 4, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One lance of ice
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

This spell transforms a quantity of ice into a long, deadly lance, which is then magically propelled at a target you designate. You must succeed on a ranged attack to strike a target. A +4 bonus applies to your attack roll. If you hit, the *icelance* deals 5d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the *icelance* shatters upon its first use.

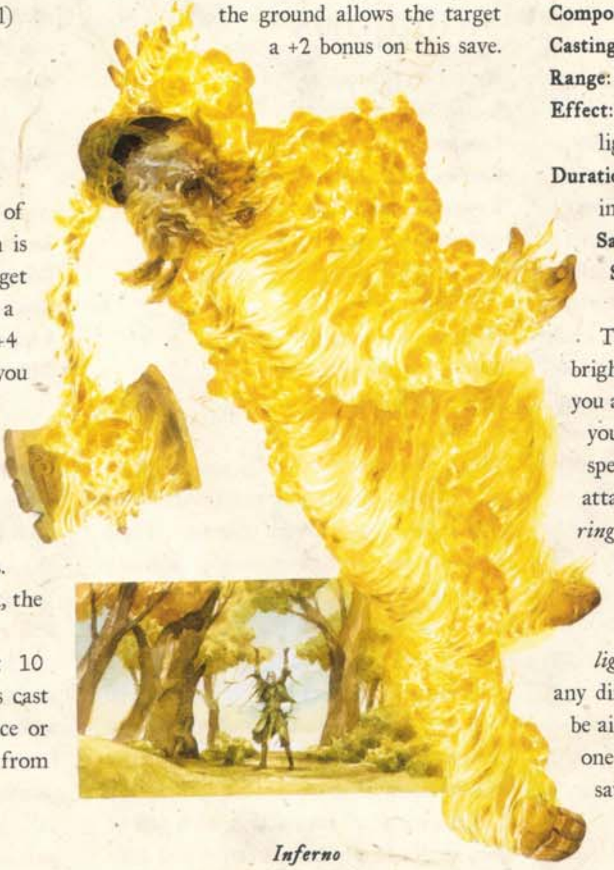
Material Component: At least 10 pounds of ice or snow. Most mages cast this spell in an area with natural ice or snow, but in a pinch the ice left over from an *ice storm* spell will suffice.

Inferno

Transmutation [Fire]
Level: Druid 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You cause one creature to burst into flames. The target of the inferno takes 6d6 points of fire damage, and its clothing, items, hair, and flesh burn with ferocity. In each round thereafter, the fire deals 1d6 fewer points of damage (minimum 1d6) until the spell ends or the subject manages to extinguish the flames. Thus, the fire deals 5d6 points of damage in the second round, 4d6 points in the third round, and so forth. Flammable, nonmagical items carried by the target automatically fail their saves to resist this damage.

After the first round, the target can attempt a DC 15 Reflex save as a full-round action to extinguish the flames before taking additional damage. Rolling on the ground allows the target a +2 bonus on this save. Leaping into a lake or magically extinguishing the flames automatically ends the effect.



Inferno

Illustration by Jeremy Jarvis

Material Component: A gob of beeswax.

Lawful Sword

Evocation
Level: Paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell works like *holy sword,* except as follows. The weapon functions as a +5 *axiomatic weapon* (+5 enhancement bonus on attack and damage rolls, lawful-aligned, deals an extra 2d6 points of damage against chaotic opponents). It emits a *magic circle against chaos* effect (as the spell).

Lightning Ring

Evocation [Electricity]
Level: Sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 full round
Range: Personal; see text
Effect: Two lightning bolts/round or eight lightning bolts all at once
Duration: 1 round/two levels or instantaneous; see text
Saving Throw: Reflex half; see text
Spell Resistance: Yes

This spell conjures a crackling ring of bright white lightning that hovers around you at chest height. The ring moves with you and does not interfere with your spellcasting or attacks, or with others attacking you. As long as the *lightning ring* is in effect, you gain resistance to electricity 20. Each round on your action, the *lightning ring* emits two *lightning bolts,* exactly as the *lightning bolt* spell (caster level 5th), in any directions you choose. Each bolt may be aimed separately. A creature struck by one of these bolts may make a Reflex save for half damage. The DC for this save is calculated for an 8th-level spell, even though the bolts mimic a 3rd-level spell.

Alternately, you may choose to release the *lightning ring*'s power all at once. When you complete the casting of the spell, you unleash eight *lightning bolts* that travel in all directions. (See the diagram for missing with thrown weapons on page 158 of the *Player's Handbook* for an illustration of the directions these bolts travel.) This use of the *lightning ring* spell has an instantaneous duration. You must choose whether to store the power of the *lightning ring* or release it all at once when you cast it.

Material Components: A small glass ring and a bit of fur from any animal.

Lively Step

Transmutation
Level: Bard 2, sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: 0 ft.
Area: 30-ft.-radius emanation centered on you
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell, whose verbal component is a lively marching song, was commonly used by the elves of Myth Drannor to speed their scouting parties home. Once the spell is cast, as long as you perform only move actions, you and all allies within 30 feet of you move at a speed 10 feet greater than normal. In addition, you and your allies may hustle during overland movement for 1 extra hour per day per caster level (see page 164 of the *Player's Handbook*). Even with this spell, however, you still suffer the ill effects of forced marching if you attempt to walk for more than 8 hours in a day.

Focus: A small drum.

Mace of Odo

Evocation [Force]
Level: Initiate of Helm 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: Mace of force
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You create a glowing mace of force that appears in your hand. You must make a melee touch attack to strike a target with the mace. If it hits, the *mace of Odo* deals 1d6 points of force damage per caster level (maximum 10d6). An undead target takes an additional +1 point of damage per caster level (maximum +10). Any creature struck by the mace must make a Fortitude save or be paralyzed for 1 round. You may attack once with the *mace of Odo* on the same round that you summoned it.

The *mace* occupies your hand but does not disappear if you cast another spell. If you are targeted with a spell while holding the mace, you may choose to have the mace absorb that spell.

When the mace strikes a creature, or is used to absorb a spell, or is removed from your grasp for any reason, it vanishes. The point in space where it vanished glows as though under the effect of a *light* spell for the remainder of the duration.

Manyjaws

Evocation [Force]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One pair of disembodied, flying jaws per caster level (maximum ten pairs)
Duration: 3 rounds
Saving Throw: Reflex half
Spell Resistance: Yes

When you cast this spell, you summon several pairs of mystical, disembodied jaws that fly about and attack your foes. These pairs of jaws may be commanded to attack separate targets, or multiple pairs may be sent to attack a single foe. The jaws originate at your location and fly out to attack their targets, moving at a fly speed of 40 feet with perfect maneuverability. You may redirect as many of the jaws as you desire as a standard action.

Each round on your action, each pair of jaws automatically hits its target and deals 1d4 points of damage, or half that amount with a successful Reflex save. A creature targeted by multiple pairs of jaws in a single round makes only one saving throw, with success halving the total damage.

Material Component: A pair of teeth.

Mold Touch

Conjuration (Creation)
Level: Initiate of Nature 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Effect: Patch of brown mold
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You cause a 5-foot-diameter patch of brown mold to appear, centered on the point you touch. You can cause it to appear on a living target by making a successful melee touch attack against that creature.

As described on page 76 of the *Dungeon Master's Guide*, every living creature within 5 feet of the brown mold takes 3d6 points of nonlethal cold damage each round. Fire brought within 5 feet of the patch instantly doubles its size, and cold damage instantly destroys it.

Moonweb

Abjuration
Level: Initiate of Selûne 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Effect: 10-ft.-high barrier of force in a 5-ft.-diameter circle or 10-ft.-long line
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes

You create an immobile barrier of force that glows as though with moonlight. You can form the barrier either as a circular shield 5 feet in diameter and 10 feet high around a willing creature, or as a flat, 10-foot-square plane placed either horizontally (across a doorway, for example) or vertically (covering a pit or trap door), as long as it is anchored along at least one edge.

The barrier has an inside and an outside. From the inside, it is transparent and passable; any creature can move through it. From the outside, it is opaque and virtually impassable—no creature or attack can pass through from this direction. Creatures inside the *moonweb* have cover and total concealment against attacks that originate on the outside.

Mystic Lash

Evocation [Electricity, Evil]
Level: Initiate of Bane 3
Components: V, S, DF
Casting Time: 1 standard action

Range: 15 ft.
Effect: Electric whip
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

You create a long whip of ghostly red energy that emanates from your hand and never harms you. You can wield this weapon as if it were an actual whip and you were proficient with it. You must succeed on a ranged touch attack with the *mystic lash* to strike a target. Any creature struck by it takes 1d6 points of electricity damage per three caster levels (maximum 4d6) and must succeed on a Fortitude save or be stunned for 1 round. You gain a bonus on damage rolls equal to your Charisma modifier, but your Strength modifier does not apply, since the lash is immaterial.

If you release the lash from your hand after it hits a target, it continues to attack that target automatically, leaving your hand free. If the lash's target falls unconscious, dies, or is destroyed, the lash returns to you on its next action. If you do not grasp it on the round it returns, it dissipates; otherwise, you can use the lash on another creature and begin the cycle again.

As with a normal whip, you can use the *mystic lash* to make trip or disarm attacks, but only if you are actually wielding it. It cannot make such attacks on its own.

Mystra's Miasma

Abjuration
Level: Sorcerer/wizard 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 5 ft./level)
Area: 30-ft.-radius emanation, +5 ft./level
Duration: 1 round/level
Saving Throw: Will partial; see text
Spell Resistance: No

This potent spell conjures forth a thick, billowing cloud of mist that functions as a *solid fog* spell. In addition, the mist creates a "sinkhole" in the Weave, greatly reducing the power of spellcasters in that spot. Each character within the area of *Mystra's miasma* takes a –4 penalty on caster level checks when attempting to cast spells. A successful Will save made upon first entering the miasma negates this effect. Creatures who access the Shadow Weave to cast their spells are immune to the caster level check penalty unless you also call upon the Shadow Weave. In that case, the spell is called *Shar's miasma* and Weave users are immune to the caster level check penalty.

Material Component: A small piece of quilted cloth, which must be soaked in water while the spell is cast.

Nature's Balance

Transmutation
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You lend some of your ability score points to your target.

You take a –4 penalty to any single ability score of your choice, and your target gains an equivalent enhancement bonus to the same ability score. You get no saving throw to avoid the loss, but your target may attempt a Fortitude save to avoid the gain, if desired.

If you cast this spell a second time within 1 hour, you take 2d10 points of damage in addition to the normal effect.

Nybor's Gentle Reminder

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell has long been popular with slave overseers and those wishing to make their servants work a little faster. The Red Wizards now employ it primarily as a combat spell.

When the spell is cast, the subject suffers a sharp, agonizing pain that leaves it dazed for 1 round. In each subsequent round for the duration of the spell, the subject takes a –2 penalty on attacks, saving throws, and checks. Furthermore, a spellcaster targeted by *Nybor's gentle reminder* is distracted by the pain and must make a successful Concentration check to cast spells while under its effect (see the Concentration skill description, page 69 of the *Player's Handbook*).

Focus: A stick at least 1 foot long.

Nybor's Mild Admonishment

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 3
Duration: 1 round/level

This spell functions like *Nybor's gentle reminder*, except that the subject is dazed for 1d4 rounds.

Nybor's Stern Reproof

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 7
Duration: 1 round/level
Saving Throw: See text

This spell functions like *Nybor's gentle reminder*, except that the target must make a successful Fortitude save or die instantly. A creature that survives this effect must immediately make a Will save to avoid further effects. Failure leaves the subject dazed for 1d4 rounds.

Nchaser's Glowing Orb

Evocation [Light]
Level: Cleric 4, sorcerer/wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Effect: Magical, controllable light source

Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell places a magical light source inside a glass sphere roughly the size of a human fist. You may control the light level generated by a *Nchaser's glowing orb* by mental command, provided that the orb is within 30 feet of you. The light level ranges from no light at all to illumination within a 60-foot radius. There is no limit to the number of *Nchaser's glowing orbs* you may possess, and you may control their light levels independently or in concert.

If a *Nchaser's glowing orb* is smashed, the magic is lost. If you die, however, the orbs retain their enchantment. Any cleric, sorcerer, or wizard capable of casting 4th-level spells may gain control of a dead character's orbs simply by touching them.

Focus: The glass sphere into which the light is placed. An orb usable for this purpose has a hardness of 0 and 2 hit points each.

obedient avalanche

Conjuration (Creation) [Cold]
Level: Cold 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft.-radius avalanche of snow, centered anywhere within range; see text
Duration: Instantaneous
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: No

You summon an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death.

The effect of an *obedient avalanche* on a creature depends on where it is in relation to the spell's point of origin, as follows.

Within 20 feet of the Point of Origin: Each creature in this area takes 1d8 points of damage per two caster levels (maximum 10d8), plus an additional 1d6 points of cold damage per two caster levels. A creature that fails its save is also buried (as described on page 90 of the *Dungeon Master's Guide*). All squares within 20 feet of the point of origin are covered in heavy snow (see page 94 of the *Dungeon Master's Guide*), which persists as long as ordinary snow would.

Between 20 feet and 40 feet of the Point of Origin: A creature in this area takes half as much damage from the impact of the avalanche as one nearer the point of origin takes (Reflex save negates). On a failed save, the snow has the additional effect of a bull rush, with a +13 bonus (+5 for an effective Strength of 20 and +8 for an effective size of Huge) on the requisite check. With a successful bull rush, it pushes creatures away from the point of origin of the spell. All squares in the ring 20 feet to 40 feet from the center point are covered in snow, which persists as long as ordinary snow would.

Terrain and Structures: The avalanche uproots small trees and other vegetation automatically, and it leaves a trail of light rubble (as described on page 91 of the *Dungeon Master's Guide*) even after the snow has melted. A structure hit by an *obedient avalanche* takes 1d6×10 points of damage.

An *obedient avalanche* extinguishes all flames it touches.

pact of martyrdom

Necromancy [Good]
Level: Initiate of Ilmater 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One willing creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

You exchange hit point totals with a target that has fewer hit points than you do. If the target was unconscious and dying, you become unconscious and dying. If the target was unconscious but stabilized, you become unconscious but stabilized. The spell transfers only actual hit points, not temporary hit points. *Pact of martyrdom* does not function if you have fewer hit points than the target when you cast the spell.

possess animal

Necromancy
Level: Initiate of Malar 3
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One animal
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You project your spirit into the body of an animal, forcing it to behave as you direct. The target must be a normal animal (not a magical beast, vermin, or other monster type), and your caster level must exceed its Hit Dice. The animal's soul remains in its body but has no control over it while your spirit is there. Your own body lies comatose for the duration of the spell.

While in the animal's body, you keep your Intelligence, Wisdom, Charisma, level, classes, base attack bonus, base save bonuses, alignment, and mental abilities. You can cast spells while you possess the animal only if you have the Natural Spell feat or an equivalent ability, and you can't activate the body's extraordinary or supernatural abilities. Furthermore, for every 2 points of damage taken by the animal body while you are possessing it, you take 1 point of damage. If the animal body is killed while you are possessing it, you must make a DC 10 Fortitude save or die as well.

If your body is destroyed while your spirit is in the animal's body, you die at the end of the spell's duration.

Material Component: A bowl of incense and a morsel of food appealing to the target animal.

presper's moonbow

Evocation [Electricity]
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1d4 motes of electricity
Duration: Instantaneous or 1–4 rounds; see text
Saving Throw: None
Spell Resistance: Yes

This spell conjures 1d4 glowing motes of electricity, which gather and spin around you in the manner of a *faerie fire* spell. You may immediately direct any number of the motes to fly off and attack targets within the spell's range. Multiple motes may be fired at the same target, or each may be sent against a separate target. You must succeed on a ranged touch attack with a mote to strike a target. Any creature struck by a mote takes electricity damage according to the following table.

Motes Created	Damage per Mote
1	4d6
2	3d6
3	2d6
4	2d4

If you do not immediately fire all the motes created by the spell, you may choose to fire as many of the remaining ones as you wish as a standard action during the next round. If a round passes in which you do not fire one of your motes, the spell ends and all remaining motes vanish.

Material Components: A small piece of moonstone.

Prismatic Eye

Evocation
Level: Sorcerer/wizard 6
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Magical eye
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

You create a visible orb that can produce ray effects duplicating the beams of a *prismatic spray* spell. You can move the eye up to your speed as a move-equivalent action, but it cannot go beyond the spell's range.

Starting in the round the eye appears, you can command it to fire a ray (50-foot range) as a free action once per round. You must succeed on a ranged touch attack with a ray to strike a target, but each ray uses a flat +6 bonus on attack rolls instead of your ranged attack bonus.

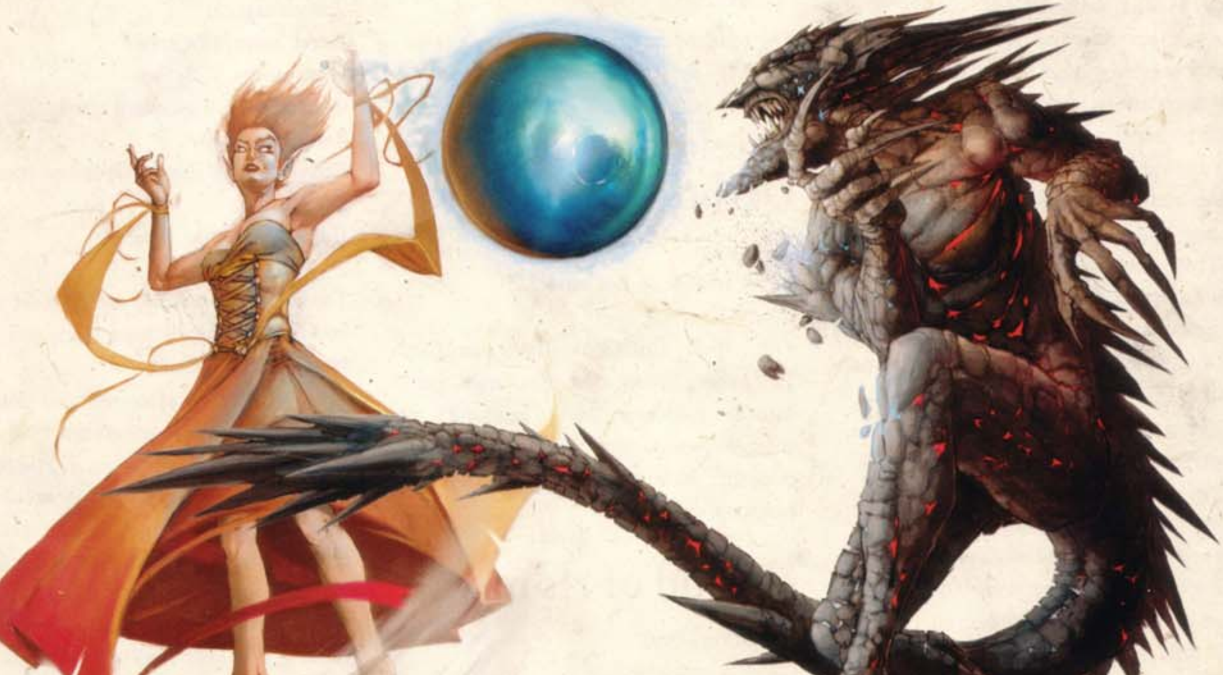
A target struck by a ray suffers the effect of one beam of a *prismatic spray* spell (roll 1d8 to determine the effect, rerolling any result of 8), except that the save DC (if applicable) is 19. After a particular color ray has been used, it is no longer available to the eye. Once all seven rays have been fired, the eye remains until the spell's duration expires. You can still move it, but it can fire no more rays.

The eye is a Fine object with AC 18 (+8 size) and 9 hit points. It uses your save bonuses for saving throws.

Focus: A polished, rainbow-hued abalone shell.

Rosemantle

Abjuration
Level: Initiate of Lathander 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)



Prismatic eye

Illustration by Joel Thomas

You cause the target to glow with a soft, faint, rosy radiance equal to candlelight. This glow grants the subject a sacred bonus equal to +1 per caster level (maximum +10) on saving throws against effects that work by causing pain (such as *Nybor's gentle reminder*), effects that would cause the target to become sickened or nauseated, and fear effects.

Ruby Ray of Reversal

Abjuration
Level: Sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One natural or magical hazard; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

From your fingertips springs a thin line of bright red light that can negate any of several magical or mundane hazards. Each version of this spell can target one of the hazards described below and "correct" it in the manner described. Unless specifically stated otherwise, this spell affects magical and mundane hazards of the indicated type equally. For example, a *ruby ray of reversal* can eliminate the webs of a monstrous spider or the effect of a *web* spell.

- Any trap targeted by the ray is sprung. This version of the spell may have adverse effects on creatures standing within a trap's area. You must be aware of a trap to cast *ruby ray of reversal* on it.
- The spell unties knots and causes chains, manacles, and similar restraining devices to fall away. *Entangle* and similar magical effects are dispelled. Doors (or chests, drawers, cabinets, and so on) that are locked, barred, or under the effect of an *arcane lock* spell are opened.
- A hole with a radius of up to 1 foot is created in a *wall of force*, *forcecage*, or similar spell or effect. This function of the spell does not destroy the targeted effect, but creatures trapped by it may be able to wriggle free.
- A creature that has been *polymorphed*, turned to stone, or otherwise transformed from its natural state is returned to its natural form.
- A *magic jar* spell is dispelled if a *ruby ray of reversal* targets the crystal holding the caster's soul.
- Webs, slime, grease, and other substances that would hamper movement are destroyed in an area with a radius of up to 20 feet. (Treat this effect as a spread, as described on page 175 of the *Player's Handbook*.)

Material Component: A ruby worth at least 1,000 gp.

Shield of Lathander

Abjuration
Level: Initiate of Lathander 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The touched creature gains damage reduction 15/– for 1 round.

Shield of Lathander, Greater

Abjuration
Level: Initiate of Lathander 7

This spell functions like *shield of Lathander*, except that the target gains damage reduction 20/–, immunity to negative energy and energy drain, and resistance 10 to acid, cold, electricity, fire, and sonic energy.

Shroud of Flame

Evocation [Fire]
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

Sometimes called "trollkiller," this spell causes a single creature to burst into flames, taking 2d6 points of fire damage immediately upon a failed saving throw. Each round thereafter, throughout the spell's duration, the target takes another 2d6 points of fire damage. In any round when the target takes a move action to douse the flames, it can attempt a new Reflex save. Success on any save after the first round causes the flames to die out and ends the spell.

In addition to the above effects, the target shoots off gouts of flame every round that it remains on fire. Any creature within 10 feet of the target takes 1d4 points of fire damage per round. A successful Reflex save negates this damage.

Material Component: A pinch of saltpeter, a small piece of phosphorus, and a scrap of lace cloth or a spiderweb.

Simbul's Spell Matrix

Transmutation
Level: Sorcerer/wizard 5
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Effect: Matrix that holds one of your spells
Duration: 10 min./level (D)

You prepare a magical matrix that allows you to store one of your spells and use it later as a free action.

In the round after you cast *Simbul's spell matrix*, you may cast one spell of up to 3rd level to be stored in it. The matrix closes after 1 round, whether or not you have stored a spell in it. Only a spell that can be altered by the Quicken Spell feat can be placed in the matrix, and any spell stored there is treated as a prepared spell. Casting *Simbul's spell matrix* deals 1d6 points of damage to you, and this damage cannot be healed by any means while the matrix exists.

While the matrix is active, you can cast the spell stored in it as a free action. Once cast from the matrix, the spell is gone.

A *dispel magic* spell that successfully dispels the matrix also dispels the spell held inside it. If you are affected by an *antimagic field*, the duration of the matrix is interrupted, but the spell does not activate. The matrix becomes active again when you emerge from the *antimagic field*. If you die while the spell is still held in the matrix, both the spell and the matrix dissipate harmlessly.

Focus: A piece of amber with a minimum value of 500 gp.

simbul's spell sequencer

Transmutation
Level: Sorcerer/wizard 7
Effect: Matrix that holds two of your spells

This spell functions like *Simbul's spell matrix*, except that you can store up to two spells of up to 3rd level, and you take 2d6 points of damage instead of 1d6 upon casting. The matrix closes after 2 rounds and no more spells can be added, even if it is not full.

In addition, you may decide to link the two spells stored in the matrix into a spell sequence if both are 2nd level or lower. You may then discharge the two linked spells as a single free action, just as if you were casting the lone spell from a *Simbul's spell matrix*.

A *dispel magic* spell that successfully dispels the matrix also dispels all the spells held inside it. If you are affected by an *antimagic field*, the duration of the matrix is interrupted, but the spells do not activate. The matrix becomes active again when you emerge from the *antimagic field*. If you die, all spells in the matrix dissipate harmlessly.

Focus: A sapphire with a minimum value of 1,000 gp.

simbul's spell trigger

Transmutation
Level: Sorcerer/wizard 9
Effect: Matrix that holds three of your spells

This spell functions like *Simbul's spell matrix*, except that you can store up to three spells of up to 3rd level, and you take 3d6 points of damage instead of 1d6 upon casting. The matrix closes after 3 rounds and no more spells can be added, even if it is not full.

In addition, you may designate one spell or one spell sequence held in the matrix to come into effect under a condition you dictate when casting *Simbul's spell trigger*. This function works much like a *contingency* spell. The spell (or sequence of spells) to be activated by the triggering condition must be of a type that affect your own person, such as *levitate* or *feather fall*. The conditions required to bring the desired spell or spells into effect must be clear, although they can be general. In all cases, *Simbul's spell trigger* immediately brings into effect the designated spell or sequence of spells, which is cast instantaneously when the designated circumstances occur. You cannot choose to have the spell or spells not activate when the triggering event occurs.

Focus: A diamond with a minimum value of 1,500 gp.

skull of secrets

Illusion (Shadow)
Level: Initiate of Cyric 4
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Intangible skull
Duration: Permanent until discharged
Saving Throw: None; see text
Spell Resistance: No

You create an intangible image of a floating skull that trails black flames. The skull and its flames are illusory, so they neither deal damage nor take damage from attacks. The skull has a fly speed of 40 feet (perfect), but it cannot move more than 20 feet from its point of origin. It simply floats about aimlessly but threateningly within its available space until the spell is discharged.

Upon casting this spell, you set two triggering conditions for the skull. The first activates a message that the skull delivers as if it were a *magic mouth*. The second causes the skull to spit a line of flame 10 feet long that deals 1d8 points of fire damage per two caster levels (maximum 5d8) at the creature that triggered it. A target can attempt a Reflex saving throw for half damage. Anyone failing this save must succeed on a Fortitude saving throw or be dazed for 1 round.

The triggering conditions for the two effects can be different, or they can be the same. In the latter case, the skull would spit flame and speak its message at the same time. Once the triggering conditions for both effects have been met, the skull disappears. The skull can produce each effect only once, so if it has already spoken its message, it does not speak it again even if the message trigger occurs a second time.

skull eyes

Transmutation
Level: Initiate of Cyric 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/three levels
Saving Throw: None; see text
Spell Resistance: Yes

You gain a gaze attack out to close range (25 ft. + 5 ft./2 levels) that lasts for the duration of the spell. Each creature within range that can see you must attempt a Will saving throw every round at the beginning of its turn to avoid the effect. In addition, you can actively gaze as an attack action by choosing a target within range.

Depending on the foe's Hit Dice, the gaze attack may have either of two effects, as follows.

HD	Effect
Equal to or greater than caster level	*Charmed*
Less than caster level	*Confused*

While this spell is in effect, your eyes are black and have skull-shaped irises.

skull watch

Necromancy
Level: Cleric 3, sorcerer/wizard 3
Components: V, S, F
Casting Time: 1 standard action

Range: Touch
Target: One humanoid skull
Duration: 1 hour/level or until discharged
Saving Throw: None
Spell Resistance: No

The skull affected by a *skull watch* spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other solid barriers can curtail this area. If any living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter of a mile away and falls to the ground, its magic expended. Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds. Whether or not you can hear this audible alarm, you instantly become aware when one of your *skull watch* spells has been triggered, provided you are on the same plane as it is.

The skull can be moved from its original position by anyone who can get to it without entering its monitored area. The skull has an AC of 12, a hardness of 1, and 1 hit point per caster level. You are not magically made aware of the skull's destruction if it has not been triggered.

Skull watch can be made permanent with the *permanency* spell. A permanent *skull watch* resets 1d4 rounds after it is triggered.

Focus: The humanoid skull upon which *skull watch* is cast.

spectral stag

Conjuration (Creation)
Level: Initiate of Malar 2
Components: V, S, DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: One quasi-real staglike creature
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

You conjure a quasi-real, staglike creature that you can direct to either attack a target or simply carry you on its back. When you cast the spell, you decide whether you want the stag to appear next to you or form underneath you so that you may ride it immediately.

The stag has a speed of 60 feet and can act as soon as it appears, moving as you direct. Controlling the stag is a free action. It can move through the air as if it were on firm land, as a *phantom steed* spell (caster level 12th). It can bear its rider's weight plus up to 10 pounds of additional weight per caster level.

The stag is a Large creature with an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the *spectral stag* disappears.

If directed to attack a creature, the stag charges its target and initiates a bull rush. It has an effective Strength of 18 for this purpose. The stag cannot be attacked or damaged, but if you are riding it when it attempts a bull rush, the defender may use her attack of opportunity against you instead of the stag. If the bull rush fails, the stag (and you, if you are riding it) moves 5 feet straight back to where it was before it moved into the target's space. If the bull rush succeeds, the stag moves the defender the maximum distance possible. The defender must also make a Fortitude saving throw or be stunned for 1 round.

When the spell ends, the stag vanishes. If you were riding it at the time, you land safely on the ground.

spell enhancer

Transmutation
Level: Sorcerer/wizard 4
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round

This spell enhances the next spell you cast, making it more difficult for targets to resist. After you cast this spell, you can cast another in the same round (as if it had been quickened) at +2 caster level.

spellmantle

Abjuration
Level: Initiate of Mystra 6
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You create a magical aura around the subject that protects it against certain spells. Upon casting, you must designate one spell of 4th level or lower per four caster levels you possess. These choices cannot be spells delivered by touch attacks.

When the subject of this spell is the target of or within the area of one of the designated spells, the *spellmantle* absorbs the incoming spell's energy completely. The target can then direct this energy to one of the following two purposes.

Healing: The subject immediately receives a *cure wounds* spell of the same level as the spell that was absorbed. The *cure* spell functions as if you had cast it upon the target. If the subject is unconscious, the incoming spell is automatically converted to a *cure* spell.

Receive Spell: The incoming spell's energy can immediately trigger another spell upon the target. To allow the subject this option, you must designate one spell of 4th level or lower that you have prepared at the time of casting. This spell must be one that affects the target's person. Designating one of your spells for this purpose does not cause you to lose the prepared spell, either now or when the effect is triggered. If the level of the incoming spell is lower than that of your designated spell, the subject cannot activate this effect. Otherwise, if the subject chooses this option, your designated spell functions as if you had cast it. The duration of this triggered spell can outlast that of the *spellmantle* itself.

For example, you could designate *lightning bolt* as one of the spells the *spellmantle* absorbs and choose *magic circle against evil* to be the spell the target receives. In that case, every time the subject is in the area of a *lightning bolt* (or any other spell of 3rd level or higher that you designate), it can choose to be immediately protected by *magic circle against evil.*

The *spellmantle* can absorb from three to nine spell levels (1d4 +1 per four caster levels) of incoming spells. If the *spellmantle* lacks sufficient capacity to absorb a spell, the absorption does not occur. Once it has absorbed its capacity, it dissipates.

spell phylactery

Transmutation
Level: Initiate of Mystra 5
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Scroll touched
Duration: Permanent until triggered
Saving Throw: None
Spell Resistance: Yes (object)

You create a set of triggering conditions for a scroll that bears a spell on your spell list. The spell must be one that affects your person, and it must be of a level no higher than one-fourth your caster level (rounded down, maximum 5th). Any limitations that would normally apply to your reading of the scroll (such as a minimum ability score or a caster level check) still apply.

The conditions needed to bring the spell into effect must be clear as defined by the *contingency* spell description, although they can be general. For example, a *spell phylactery* used with a scroll of *water breathing* might prescribe that any time you are engulfed in water or any similar liquid, the *water breathing* spell instantly comes into effect. Or a *spell phylactery* used with a *feather fall* scroll could trigger any time you fall more than 4 feet. Complicated or convoluted conditions may cause the *spell phylactery* to fail when called upon. The scroll is activated based solely on the stated conditions, regardless of your wishes at the time.

When the stated conditions are met, the spell on the scroll is cast upon you as if you had spent a standard action to use the scroll yourself. If the scroll contains a spell that is not on your spell list, or limitations on the spell that would prevent you from casting it at the time, it is not cast when the triggering condition occurs, and the magic of the *spell phylactery* dissipates.

The scroll prepared with this spell must be bound to your arm or forehead (usually rolled tightly or placed in a small box for this purpose), and it counts as a bracer or headband in terms of space limitations for magic items. This spell must be cast once for each spell you wish to effect on a scroll.

If another person wears the *spell phylactery,* the magic of this spell ends. You may remove and replace the *spell phylactery* without penalty, but if 24 hours pass without you wearing it, the magic of the *spell phylactery* ends. The termination of this spell does not harm the spell on the scroll.

spell shield

Abjuration
Level: Initiate of Mystra 2
Components: V, S, DF
Casting Time: 1 standard action; see text
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains a +3 resistance bonus on saving throws against spells and spell-like abilities, but not against supernatural or extraordinary abilities.

At 11th level, you can cast this spell on yourself as a free action.

stone body

Transmutation
Level: Cleric 6, sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell functions like *iron body,* except as indicated here. You gain damage reduction 10/adamantine and a +4 enhancement bonus to Strength, but you take a −4 penalty to Dexterity (minimum Dexterity 1). You are vulnerable to all special attacks that affect stone golems. Your speed is reduced to one-half normal, and your weight increases by a factor of three.

Arcane Material Component: A small piece of stone that was once part of a stone golem, a greater earth elemental, or a castle's outer wall.

stone walk

Conjuration [Teleportation]
Level: Initiate of Bane 6
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Stone touched
Duration: Permanent until discharged
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You magically link one location to another so that you or someone else may speak a command word at one end and be teleported to the other end.

Before casting this spell, you must prepare the ends of the link, both of which must be areas of stone 5 feet square. This preparation takes 1 hour, and they serve for repeated castings of the spell as long as the stones are not damaged.

When you cast *stone walk,* you designate a command word and touch one of the stones. Both stones then become attuned to the command word you designate. Thereafter, any creature that speaks the command word while standing upon one of the stones is teleported (as though by *greater teleport*) to the other stone instantaneously. The stones function once for every four caster levels you possess, and each usage can transport one willing Medium or smaller creature plus one additional willing Medium or smaller creature (each carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with each other.

Because of the special link between the stones, travel by means of this spell is not impeded by abjurations such as *dimensional lock* or *forbiddance.* A *gate seal* spell cast upon either stone suppresses the *stone walk* effect.

Material Component: Preparation of each end of the link requires a paste made from rubies and amber worth 2,500 gp. Casting the spell requires a 2,500-gp diamond. Activating one of the linked stones once the spell is cast requires no material components.

strength of the beast

Transmutation
Level: Initiate of Malar 4, initiate of Selûne 4
Components: V, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

This spell functions only if you are a lycanthrope, and it benefits you only while you are in your humanoid form. While under the effect of this spell, you gain certain characteristics of your animal form while remaining in humanoid form. You gain the same damage reduction you have in animal form (normally 5/silver or 10/silver), the scent special quality, and the feats you have access to in animal form. In addition, you gain one-half the adjustment for each ability score that you gain in animal form, rounded down to the nearest multiple of 2. For example, if you are a werebear, you gain Str +8 (half of your animal form's +16) and Con +4 (half of +8), but no adjustment to your Dexterity because half of +2, rounded down to the nearest multiple of 2, is +0.

If you must make a Control Shape check while under the effect of this spell, you take a –4 penalty on your check.

Focus: A lock of hair from your animal form.

summon undead I

Conjuration (Summoning) [Evil]
Level: Blackguard 1, cleric 1, sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell functions like *summon monster I*, except that you summon an undead creature. *Summon undead I* conjures one of the creatures from the 1st-level list on the Summon Undead table below. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the cleric command undead ability.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

summon undead II

Conjuration (Summoning) [Evil]
Level: Blackguard 2, cleric 2, sorcerer/wizard 2
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

summon undead III

Conjuration (Summoning) [Evil]
Level: Blackguard 3, cleric 3, sorcerer/wizard 3
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

summon undead IV

Conjuration (Summoning) [Evil]
Level: Blackguard 4, cleric 4, sorcerer/wizard 4
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

summon undead V

Conjuration (Summoning) [Evil]
Level: Cleric 5, sorcerer/wizard 5
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

SUMMON UNDEAD

1st Level
Medium skeleton
Small zombie

2nd Level
Medium zombie
Large skeleton

3rd Level
Large zombie
Ghoul
Huge skeleton

4th Level
Allip
Ghast
Huge zombie

5th Level
Mummy
Shadow
Wight
Vampire spawn

sunrise

Evocation [Light]
Level: Initiate of Lathander 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

You create a burst of dazzling light that is equivalent to natural sunlight. Any creature in the area to which sunlight is harmful or unnatural is blinded and takes

4d6 points of damage; every other creature in the area is blinded and takes 2d6 points of damage. A successful Reflex save negates the blindness and halves the damage in either case.

An undead creature caught within the burst takes 1d6 points of damage per caster level (maximum 10d6). A successful Reflex save negates the blindness and halves the damage. The ultraviolet light generated by the spell also deals damage to fungi, molds, oozes, and slimes just as if they were undead creatures.

Sunrise dispels any *darkness* spells of 3rd level or lower within its area.

surelife

Abjuration
Level: Repose 8
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./level

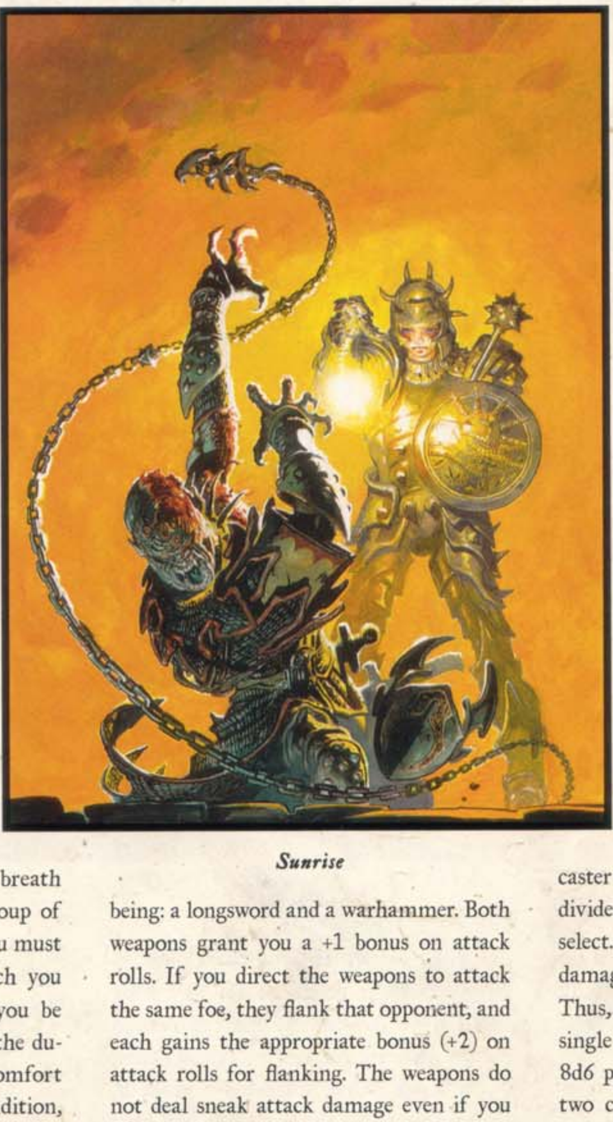
This spell protects you against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death. You can protect yourself only against a natural occurrence or a nonmagical condition, not against a spell or the direct attack of a creature (such as the breath of a dragon or the swords of a group of bandits). At the time of casting, you must specify the condition against which you wish to protect yourself. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition, though the spell does not protect any items carried on your person. If you are still subject to the condition at the end of the spell's duration, you suffer its full normal effects.

Material Component: An ointment of peach syrup and cinnabar.

sword and hammer

Evocation [Force]
Level: Initiate of Tyr 4

This spell functions like *spiritual weapon,* except as indicated here. When you cast the spell, two weapons made of force come into being: a longsword and a warhammer. Both weapons grant you a +1 bonus on attack rolls. If you direct the weapons to attack the same foe, they flank that opponent, and each gains the appropriate bonus (+2) on attack rolls for flanking. The weapons do not deal sneak attack damage even if you have levels in a class that grants the sneak attack ability.



Sunrise

Illustration by Rafa Garres

sword and hammer, greater

Evocation [Force]
Level: Initiate of Tyr 6

This spell functions like *sword and hammer,* except as indicated here. The longsword and warhammer are sized for Large creatures, and each deals 2d6 points of force damage +1 point per three caster levels (maximum +10) on a successful hit. Each weapon grants a +2 bonus on attack rolls. Furthermore, each threatens critical hits as if you had the Improved Critical feat (the longsword on a roll of 17–20, and the warhammer on a roll of 19–20).

thorn spray

Transmutation
Level: Initiate of nature 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to one creature/level
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You hurl a thorny plant in the direction of the targets. The spell transforms the plant's small thorns into a spray of thorns that deals damage to the targets you select.

You make a normal ranged attack against each target separately, taking no penalty for lack of proficiency. The thorns deal a total of 1d6 points of damage per caster level (maximum 20d6), but you can divide this damage among the targets you select. You must choose how to divide the damage before making your attack rolls. Thus, an 8th-level caster can target a single creature with an attack that deals 8d6 points of damage on a successful hit, two creatures for 4d6 points of damage each, four creatures for 2d6 points of damage each, and so on. You may divide the damage as you wish.

A creature that takes damage from the thorns is wracked with pain as though its body were covered with stinging nettles, and it is also sickened for 2d4 rounds. A successful Fortitude save negates the sickened effect.

Transcribe Symbol

Abjuration
Level: Rune 8, sorcerer/wizard 8
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Magic symbol touched
Duration: 10 minutes or until discharged
Saving Throw: None
Spell Resistance: No

You place a protective spell upon your hand that allows you to touch an untriggered magic sigil (such as a *glyph of warding* or a *symbol of death*) without setting it off. The touched sigil is removed from its location and held as magical potential on your hand, as though it were a touch spell.

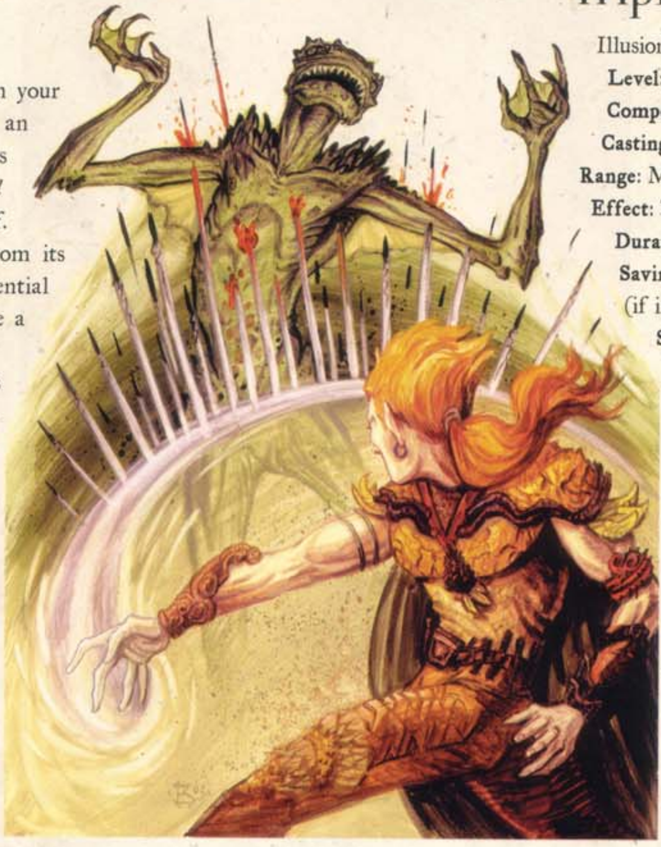
To pick up the spell in this manner, you must make a successful caster level check (DC 20 + spell level). Failure indicates that you have triggered the *glyph* or *symbol*. If you successfully transfer the sigil to your hand, you can use a standard action to place it on a surface (not a creature) of the sort on which it can normally be scribed. The transferred sigil works normally thereafter and retains all its original triggering conditions, although its current location might make its triggers difficult or impossible to achieve.

You can maintain the magic sigil on your hand as long as you concentrate. If your concentration lapses or the spell duration expires while the sigil is thus stored as potential, it immediately triggers upon you (and only you), even if you normally would not meet its trigger conditions. The effect has the same saving throw and spell resistance aspects as the original spell did. The only safe way to rid yourself of the stored spell it to place it upon a suitable surface.

Focus: A piece of slate that has been scoured bare and smooth on one side.

Tree Healing

Conjuration (Healing)
Level: Initiate of nature 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal and touch
Targets: You and one tree
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No



Thorn spray

Illustration by Thom Baxa

You enter a normal tree, which must be large enough to accommodate your body in all three dimensions. You can remain hidden within it for as long as you desire, up to 1 day. While you remain inside it, the tree nourishes and heals you. You have no need to breathe or eat, and you regain a number of lost hit points equal to your character level for each hour spent in the tree. If you remain inside for an entire day, you receive the benefit of a *heal* spell. The tree also grants you total cover and protects you from extreme heat or cold, rain, sunlight, snow, and all other environmental conditions. You can hear but not see what occurs outside the tree. Minor physical damage to the tree does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. If the tree is totally destroyed (by a forest fire or a *blight* spell, for example), you are expelled from the tree and instantly slain unless you succeed on a DC 18 Fortitude save.

Triple Mask

Illusion (Shadow)
Level: Initiate of Cyric 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three shadow duplicates
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

You create three shadow duplicates of yourself. These images look, sound, and smell like you but are intangible. You can switch your perceptions to any shadow or your own body as a free action on your turn. When you use the perceptions of a shadow, it mimics your actions (including speech) unless you concentrate on making it act differently. Any shadows you are not controlling remain motionless and unreactive. If you desire, any spell you cast whose range is touch or greater can originate from a controlled shadow instead of from you. (The shadows are quasi-real—just real enough to cast spells that you originate.) A shadow can cast only spells that affect shadows on itself.

The shadows behave like the servant conjured by an *unseen servant* spell. They are mindless, so while they can perform simple tasks such as opening doors, they cannot perform complex tasks such as puzzle solving.

A controlled shadow can also be programmed to move in a particular direction or to a location you know. It moves at your speed and continues to move in this manner until either it reaches its destination or you shift your perceptions to it and program it to go somewhere else.

If you use *dimension door, teleport, plane shift,* or a similar spell that removes you from the same plane as the shadows, even momentarily, the spell ends.

Normally this spell is used to give you several false bodies—one that acts as a safe haven for casting spells (similar to *project image*) and the other two as distractions.

Undead Bane Weapon

Transmutation
Level: Paladin 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You give a weapon the *undead bane* special ability in addition to any other magical or mundane properties it has. Against undead, your weapon's enhancement bonus (if any) is +2 higher than normal, and it deals +2d6 points of bonus damage. The spell has no effect if cast upon a weapon that already has the *undead bane* special ability. If you are caster level 9th (paladin level 18th) or above, the weapon gains a +1 enhancement bonus if it is not already a magic weapon.

Alternatively, you can affect up to fifty arrows, bolts, or bullets with this spell. These projectiles must be of the same type, and they must be together (in the same quiver, piled in the same spot, or the like). Projectiles (but not thrown weapons) lose this effect after an attack has been made with them.

A weapon affected by this spell is considered good-aligned, so it has special effects on certain creatures. Any weapon affected by this spell glows with a serene gray radiance that sheds as much light as a candle.

Undeath after Death

Necromancy [Evil]
Level: Initiate of Bane 7
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Willing living creature touched
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

You tear off a piece of a creature's life force, corrupt it with negative energy and the power of undeath, then bind it back to the same creature's body. This process initiates a blasphemous transformation when the creature dies.

The subject of this spell loses 2 points of Constitution upon casting. When it dies, the corrupted life force initiates a slow change in its body, causing it to animate as a crypt spawn at the next sunset (see Chapter 6 in *Monstrous Compendium: Monsters of Faerûn*). If the creature's remains are destroyed, the *undeath after death* spell cannot bring it back as an undead.

Even if the spell is dispelled before the subject dies, it still does not regain its lost Constitution points.

Material Components: A piece of obsidian shaped like a heart, which is placed on the subject's chest, and a black onyx gem worth at least 50 gp per HD the subject creature possesses at the time the spell is cast. This gem must be placed in the subject's mouth.

Undeath's Eternal Foe

Abjuration [Good]
Level: Initiate of Lathander 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/5 levels
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You grant one or more creatures special abilities that allow them to effectively destroy undead.

Each subject of this spell functions as if affected by *negative energy protection,* except that a +10 sacred bonus applies to its resistance roll against such attacks. It also gains a +4 deflection bonus to AC against attacks by undead and is immune to special attacks by undead that deal ability damage or ability drain, or afflict the target with disease or poison. The subject can make melee and ranged attacks against ethereal or incorporeal undead as if they were using *ghost touch* weapons and ignore any damage reduction an undead opponent may have.

Understand Device

Divination
Level: Initiate of Gond 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You
Duration: 1 min./level

You gain an intuitive insight into the weaknesses and flaws of mechanical objects. You can make untrained Disable Device and Open Lock checks as if you had 1/2 rank in each skill. You gain an insight bonus equal to your caster level (maximum +15) on Disable Device and Open Lock checks.

Vipergout

Conjuration (Summoning)
Level: Scalykind 7, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1d4+3 summoned creatures
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell summons 1d4+3 fiendish (chaotic evil) or celestial (chaotic good) Medium vipers (snakes), which leap forth from your mouth to attack your enemies. Starting in the round you complete the spell, you may spit three vipers as a standard action or one viper as a move action. (Thus, if you move and then cast this spell, you may not spit any vipers until your next turn, but if you cast this spell without moving, you may spit forth one viper as your move action in that round.) Spat vipers land at your feet in an adjacent square of your choice and act on the same round, on your turn, just as creatures summoned by a *summon monster* spell do.

The snakes are not actually present in your mouth, and they do not interfere with your breathing. However, until you have brought forth all the snakes summoned by the spell, you cannot speak, cast spells with verbal components, or activate items that require speech. When the spell's duration expires, all the vipers disappear, and any not yet brought forth are lost.

When you use a summoning spell to summon an evil or good creature, it is a spell of that type.

Material Component: A snakeskin.

wall of moonlight

Evocation [Good, Light]
Level: Initiate of Selûne 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Vertical plane with an area up to one 5-ft. square/level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

An immobile, shimmering tapestry of swirling, pearl-white light springs into existence. This wall need not be anchored to any surface, and creatures can readily pass through it. Any undead creature that comes into contact with the wall takes 4d12 points of damage. A creature of evil alignment, or any creature carrying the holy symbol of Shar or Umberlee, takes 2d10 points of damage. Magic items that come into contact with the wall glow with a red *faerie fire* effect for 1d4+1 rounds.

The wall sheds bright light for 20 feet in all directions and creates shadowy illumination in a 40-foot radius. The *wall of moonlight* counters and dispels any *darkness* spell of 4th level or lower within 40 feet of any part of it.

If you evoke the wall so that it appears in a spot occupied by creatures, each creature takes damage as if passing through the wall.

Wall of moonlight can be made permanent with a *permanency* spell by a caster of at least 12th level at a cost of 2,000 XP.

wall of sand

Conjuration (Creation) [Earth]
Level: Cleric 4, druid 5, sorcerer/wizard 4
Components: V, S, M/DF
Range: Medium (100 ft. + 10 ft./level)
Effect: Sand wall whose area is up to one 5-ft. square/level (S)
Duration: Concentration + 1 round/level
Saving Throw: None
Spell Resistance: No

This spell conjures up a viscous, opaque wall of swirling sand. The spell must be cast so that it rests on a solid surface. Once cast, the wall is immobile. The sand is sufficiently thick to block ranged attacks, providing normal cover appropriate for its size, but creatures may attempt to force their way through it. Moving through the *wall of sand* is difficult, requiring a full-round action and a Strength check. A creature moves 5 feet through the *wall of sand* for every 5 points by which its Strength check result exceeds 15.

Creatures within the *wall of sand* are considered blinded and deafened, and they are unable to speak or breathe. Thus, they may begin to suffocate if they remain within the wall too long (see page 304 of the *Dungeon Master's Guide*). Spells with verbal components cannot be cast within the wall, and any other spell requires a successful Concentration check (DC 20 + spell level).

It is possible to attack a character inside or on the far side of the *wall of sand* with a melee weapon, provided that the following criteria are met. First, the attacker must have a general idea where the target is within the wall (that is, she must have seen her target enter the wall recently). Secondly, the target must be no deeper into the wall than the reach of the attacker's weapon (or, in the case of creatures on the far side of the wall, the wall itself must not be deeper than the attacker's reach). Even then, the target benefits from cover and total concealment.

Any open, unprotected flame thrust into the *wall of sand* is instantly extinguished.

Arcane Material Component: A handful of sand.

warning

Divination
Level: Initiate of Helm 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell heightens the subject's senses and awareness of danger. The subject gains a +4 insight bonus on Listen and Spot checks and gains uncanny dodge for the duration of the spell, retaining its Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (The subject still loses its Dexterity bonus to AC if immobilized.)

wieldskill

Divination
Level: Initiate of Gond 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance, granting it a +5 competence bonus on a skill check of your choice. A subject that has no ranks in the designated skill functions as if it had 1/2 rank in the skill and therefore is considered trained in it, even though this 1/2 rank adds nothing to checks made with that skill.

Alternatively, the subject may gain proficiency with a single weapon (simple, martial, or exotic) or armor (light, medium, heavy, or shield) that you designate, as if it had the appropriate feat.

Magic Items

In a magic-rich setting such as Faerûn, items of great power often find their way into the hands of heroes and villains alike. This chapter presents a number of magic items, ranging from lowly potions to world-shattering artifacts, to add more magic to your FORGOTTEN REALMS campaign.

Armor Special Ability

The following armor special ability supplements those described in Chapter 7 of the *Dungeon Master's Guide.*

Death Ward: This armor's magic confers a *death ward* effect on the wearer once per day for a duration of 7 minutes. The protection automatically takes effect the first time the wearer is exposed to a negative energy or death effect in the course of a day.

This armor property replaces both the *death ward* and the *negative energy protection* special abilities described in *Magic of Faerûn.*

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward;* Price +2 bonus.

Magic Armor and Shield

The following specific armor and shield supplement those described in Chapter 7 of the *Dungeon Master's Guide.*

Captain Aerad's Shield: Once wielded by a legendary dwarf hero of Ammarindar, this shield is currently believed to rest in Hellgate Keep. Legends say that *Captain Aerad's shield* could shatter any weapon that struck it, but in fact it is merely a *+3 heavy steel shield.* Its legendary weapon-breaking prowess was a function of the crude bronze weapons that Aerad's foes wielded against him, not of powerful magic.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, creator must be 9th level; Price 9,170 gp; Cost 4,670 gp + 360 XP; Weight 15 lb.

Dragonheart Armor: Worn by one of the last kings of Ammarindar, this dwarf-sized suit of armor is *+1 red dragonhide scale mail.* In addition to its normal protective properties, it bestows resistance to fire 10 upon its wearer.

Faint abjuration; CL 3rd, Craft Magic Arms and Armor, *resist energy*; Price 25,400 gp; Cost 12,900 gp + 1,000 XP; Weight 30 lb.

Weapon Special Abilities

The following weapon special abilities supplement those described in Chapter 7 of the *Dungeon Master's Guide.*

Dispelling: Once per day as a free action, the wielder of a dispelling weapon can use a targeted *dispel magic* effect upon a creature the weapon strikes. The wielder can decide to use this power after the blow has landed, but the *dispel magic* must be used in the same round that the weapon strikes.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *dispel magic;* Price 6,000 gp.

Dispelling, Greater: Three times per day as a free action, the wielder of a greater dispelling weapon can use a targeted *greater dispel magic* effect upon a creature the weapon strikes. The wielder can decide to use this power after the blow has landed, but the *greater dispel magic* must be used in the same round that the weapon strikes.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *greater dispel magic;* Price 79,200 gp.

Domineering: A creature hit by a domineering weapon must make a DC 16 Will save or become shaken.

Moderate enchantment; CL 11th; Craft Magic Arms and Armor, *fear;* Price +2 bonus.

Doomwarding: Weapons with this ability are sometimes bestowed on adventurers favored by the church of Tymora. Typically, each is created with 7 charges. The wielder can spend 1 charge on his turn (as a free action) to make an extra attack with the weapon. She can also use 1 charge at any time, but no more than once per round, to reroll any die. The wielder can decide to spend a charge to reroll a die after learning the result of the original die roll.

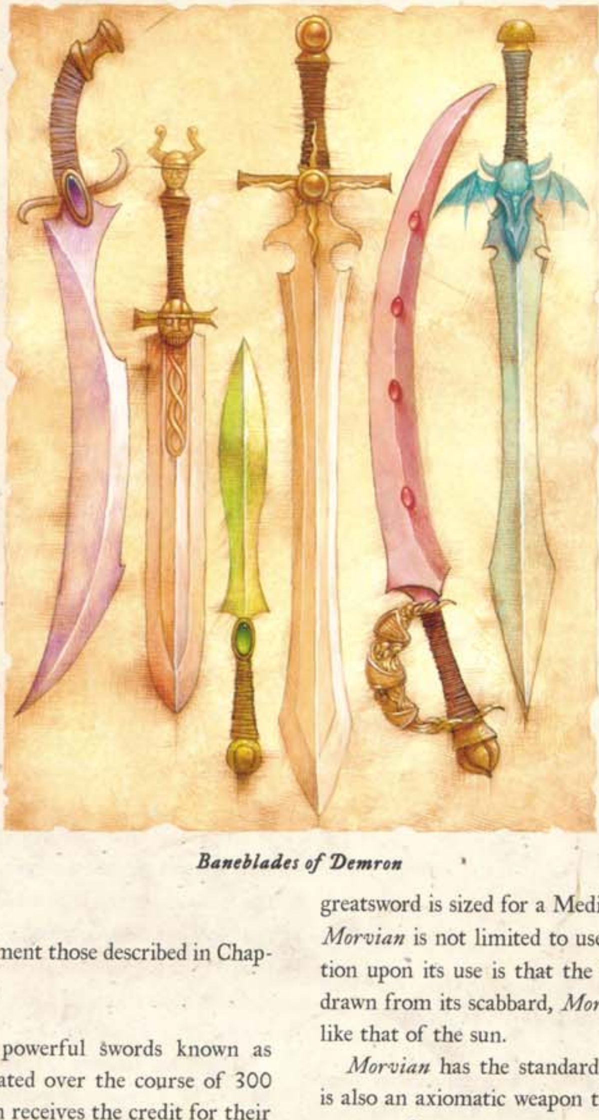
Strong transmutation; CL 13th; Craft Magic Arms and Armor, *limited wish;* Price 38,500 gp; Cost 14,000 gp + 3,220 XP.

Spellblade: The wielder of a spellblade weapon is immune to a single spell chosen at the time the weapon is created. The selected spell must be one that is targeted against the wielder, not one that affects an area or creates an effect. When the wielder is next subjected to the chosen spell, the weapon absorbs it. On his next turn, he can opt to either let the spell drain harmlessly away or direct it at a new target as a free action.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *spell turning;* Price 6,000 gp.

Sure Striking: A sure striking weapon overcomes damage reduction as though it were aligned chaotic, evil, good, or lawful—whichever is most appropriate for the foe.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *align weapon;* Price +1 bonus.



Baneblades of Demron

Illustration by Wayne England

Magic Weapons

The following specific weapons supplement those described in Chapter 7 of the *Dungeon Master's Guide.*

Baneblades of Demron: The six powerful swords known as the *baneblades of Demron* were created over the course of 300 years. Though the archmage Demron receives the credit for their creation, the weapons were actually cooperative efforts, created jointly by all the races that inhabited Myth Drannor before its fall. Each of the blades was keyed to one particular type of wielder. (In game terms, only members of a specific race or class may use a given baneblade.) The *baneblade* functions as a masterwork, nonmagical weapon if the wielder is of an inappropriate race and/or class.

All of the baneblades are *+4 holy, evil outsider and undead bane swords.* Each sheds light equivalent to that of a torch, though the wielder may suppress this light with a mental command. The individual blades also have their own additional powers, as described below. Unless otherwise noted, each power of a baneblade is activated by command word.

Evaelathil: This short sword is sized for Small wielders and usable only by halflings. It glows with a soft green light when drawn.

In addition to the standard baneblade abilities, *Evaelathil* grants its wielder resistance to fire 10 and allows her to use *charm person* and *locate creature* once per day each.

Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *charm person, holy smite, locate creature, resist energy,* creator must be good; Price 161,045 gp; Cost 161,045 gp + 6,429 XP; Weight 1 lb.

Mhaorathil: This short sword is sized for Medium creatures and is usable only by dwarf characters. Originally designed for the dwarven defenders of Myth Drannor, it sheds a bright orange light when drawn.

In addition to the standard baneblade abilities, *Mhaorathil* allows its wielder to use *cure light wounds, disrupting weapon,* and *remove disease* once per day each.

Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *cure light wounds, disrupting weapon, holy smite, remove disease,* creator must be good; Price 150,297 gp; Cost 75,303 gp + 5,999 XP; Weight 2 lb.

Morvian: This impressive greatsword is sized for a Medium creature. Unlike its predecessors, *Morvian* is not limited to users of a single race. The only restriction upon its use is that the wielder must be lawful good. When drawn from its scabbard, *Morvian* glows with a fierce yellow light like that of the sun.

Morvian has the standard properties of all baneblades, and it is also an axiomatic weapon that allows its wielder to use *daylight* once per day.

Strong evocation [good, lawful]; CL 12th; Craft Magic Arms and Armor, *daylight, holy smite, order's wrath,* creator must be lawful good; Price 158,389 gp; Cost 79,369 gp + 6,321 XP; Weight 8 lb.

Faervian: This longsword is sized for Medium creatures and may be wielded only by an arcane spellcaster. *Faervian* looks as though it were forged from one solid piece of burnished steel, and it glows a deep purple when drawn. The craftsmanship of this blade, unlike the others, is distinctly elven.

Faervian has the standard powers described above, and it is also a spell storing weapon. Furthermore, it allows its wielder to cast up to three spells each day as if using the Still Spell metamagic feat.

Strong evocation (plus aura of stored spell) [good]; CL 12th; Craft Magic Arms and Armor, *holy smite,* Still Spell; Price 134,970 gp; Cost 67,642 gp + 5,386 XP; Weight 4 lb.

Dragathil: This slightly curved rapier is sized for Medium creatures. It has a row of small rubies down the center of the blade and a large basket hilt in the form of roses twined around three harps. *Dragathil* glows with a fierce red light when drawn, but despite its fearsome appearance, it is designed to subdue opponents peacefully rather than smite them with arcane fire or razor-sharp steel.

Dragathil has the standard baneblade properties, and it is also a merciful weapon that allows the wielder to use *hold person* once per day. Only a character skilled at persuasion and negotiation (one who possesses at least 5 ranks of Diplomacy) may wield *Dragathil.*

Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *cure light wounds, hold person, holy smite,* creator must be good; Price 125,720 gp; Cost 63,020 gp + 5,016 XP; Weight 2 lb.

Keryvian: The last of the baneblades, *Keryvian* was also the most powerful of Demron's swords. This bastard sword's blade is tinted a light shade of blue, and its hilt is shaped in the likeness of a great blue dragon clutching the blade in its "teeth." When wielded in battle, *Keryvian* glows and crackles with blue energy. Only a fighter, paladin, or ranger of good alignment may wield it. *Keryvian* has the standard baneblade powers, and it is also a keen weapon that allows its wielder to use *jump, feather fall,* and *alarm* at will. The *alarm* is always of the audible variety, and it is triggered only when someone other than *Keryvian*'s owner touches it. Furthermore, each time *Keryvian* scores a critical hit, it bestows one negative level on the target. The wielder receives 1d6 temporary hit points that last for 24 hours each time a negative level is bestowed. One day after being struck, the victim must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *alarm, enervation, feather fall, holy smite, jump, spell turning*; Price 207,070 gp; Cost 103,692 gp + 8,270 XP; Weight 4 lb.

Cheldaorn Katar: This *+1 punch dagger,* carved from the tooth of a black dragon, functions identically to a *dagger of venom.* The first of these weapons was crafted by a renegade elf assassin from the city of Ascalhorn, which is now known as Hellgate Keep. Since Hellgate Keep's destruction, copies of this weapon have begun appearing in the hands of hired killers across Faerûn.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP; Weight 1 lb.

Craemmol's Hammer: Owned by a dwarf warrior legendary for both his battle prowess and his greed, this *+3 warhammer* sheds bright yellow light equivalent to that of a torch. Whenever a drow comes within 60 feet of the wielder, the weapon makes a loud ringing sound like a tremendous bell. If the wielder concentrates on the *hammer* for 1 full round, she learns the precise location of the nearest drow and the total number of drow that are within the weapon's detection radius.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *true seeing*; Price 43,312 gp; Cost 21,812 gp + 1,720 XP; Weight 5 lb.

Heartcleaver: Originally wielded by the nycaloth lord Gaulguth, this fearsome *+2 vorpal battleaxe* is sized for a Large creature. *Heartcleaver's* blade constantly drips a foul, greenish ichor, which inhibits magical healing of the wounds it inflicts.

Any character attempting to cast a conjuration (healing) spell on a creature that has been struck by *Heartcleaver* must make a DC 20 caster level check, or the spell has no effect. This inhibiting effect wears off once a creature wounded by *Heartcleaver* has been restored to full normal hit points (either through rest and natural healing or through magical healing that overcomes the weapon's special power).

Heartcleaver was last seen in the hands of a great hero who died at the Final Stand on the Evening Star, when the city of Myth Drannor fell. It is believed to lie somewhere within the rubble of the city.

Strong evocation; CL 18th; Craft Magic Weapon, *circle of death, keen edge, bestow curse;* Price 314,320 gp; Cost 157,320 gp + 12,560 XP; Weight 12 lb.

Lashing Sword of Samos the Skullreaver: This peculiar *+1 short sword,* once owned by a dwarf undead hunter, trails a luminous arc of blue energy that resembles a whip from its pommel. This whip harmlessly and insubstantially passes through most creatures, but it is devastating to undead. The wielder of the *lashing sword* may use this energy "whip" to make a touch attack against an undead creature, which must make a DC 17 Will save or be destroyed. A character need not be proficient with the whip to make this attack.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *disrupting weapon*; Price 56,310 gp; Cost 27,310 gp + 2,160 XP; Weight 2 lb.

Nychyaella's Healing Spear: This *+2 spear* has a shaft of shadowtop-wood and a head of gleaming alchemical silver. Three times per day on a successful attack, the wielder may drain hit points from the victim and heal herself of the same amount of damage, as if affected by a *vampiric touch* spell. She may elect to use this ability after a successful attack has been made.

Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *vampiric touch*; Price 44,392 gp; Cost 22,392 gp + 1,760 XP; Weight 6 lb.

Rustblade: These *+1 daggers* always look pitted and rusted, though they suffer no adverse effects of corrosion. Any object made of iron or iron alloy that is touched by a *rustblade* crumbles away as if affected by a *rusting grasp* spell.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *rusting grasp*; Price 58,302 gp; Cost 29,302 gp + 2,320 XP; Weight 1 lb.

Twinblades Alight: This double-headed battleaxe is forged half of cold iron and half of adamantine, allowing it to overcome the damage reduction of creatures resistant to either material. In the hands of a lawful good dwarf, it glows softly and functions as a *+2 axiomatic holy battleaxe.* When wielded by anyone else, it is simply a *+2 battleaxe* and does not glow.

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death, keen edge*; Price 82,215 gp; Cost 40,515 gp + 3,216; Weight 4 lb.

Tyranny's Knell: This golden warhammer functions like a *dwarven thrower* with the following additional abilities. Once per tenday, the wielder of *Tyranny's Knell* may strike the hammer against the ground (a standard action) to create an effect identical to that of the *earthquake* spell. Each time the hammer strikes a creature of the giant type, the target must make a DC 16 Fortitude save or be affected as if by a *reduce person* spell (even though that spell normally affects only humanoids).

Moderate evocation and transmutation; CL 10th Craft Magic Arms and Armor, *reduce person,* creator must be a dwarf of at least 10th level; Price 154,312 gp; Cost 77,312 gp + 6,160 XP; Weight 5 lb.

Rings

The following rings supplement those described in Chapter 7 of the *Dungeon Master's Guide.*

Akkabar's Battleblade Ring: On close inspection, this ring of twisted metal looks like an endless ring of swords, their blades intertwining like vines. Once per day, the wearer may speak a command word and cause the ring to fly off his finger, growing and expanding into a curtain of slashing blades placed as the wearer designates, as per the *blade barrier* spell. When the duration of the spell expires or the wearer dismisses the effect, *Akkabar's battleblade ring* shrinks back to its normal size. It returns to its wearer's finger 1 round later, provided that he is alive and within 60 feet, and there is no obstructing object that the ring cannot circumvent (such as a wall or door) between him and the ring. If the ring cannot return to the wearer, it instead drops to the ground at the location where the *blade barrier* was centered.

Moderate evocation [force]; CL 12th; Forge Ring, *blade barrier*; Price 25,920 gp.

Annulus Conflagros: This twisted copper ring resembles a loop of dancing flames, and the rubies and topazes with which it is set seem to reflect the different colors within a fire. Each *annulus conflagros* ring bestows resistance to fire 10 upon its wearer and allows her to activate the following abilities with the appropriate command words.

Pyrotechnics (at will)
Burning hands (3/day)
Fireball (2/day)
Wall of fire (1/day)

Moderate evocation [fire]; CL 6th; Forge Ring, *burning hands, fireball, pyrotechnics, resist energy, wall of fire*; Price 92,340 gp.

Velsharoon's Binding: This peculiar item is actually a pair of rings designed to be worn on the pinky and index fingers, though it still counts as only one ring for the purpose of magic item limitations. A fine silver chain joins the two rings. The *ring of Velsharoon's binding* protects its wearer against undead beings, as if via a *protection from evil* spell, except that the bonuses are granted against undead rather than against any evil creature. The wearer also gains a +3 resistance bonus on saving throws against spells of the necromancy school.

Faint abjuration; CL 5th; Forge Ring, *halt undead*; Price 33,500 gp.

Rods

The following rods supplement those described in Chapter 7 of the *Dungeon Master's Guide.*

Rod of Divergence: Each of these rods is engraved with various protective runes and capped with a gem. The type of gem depends upon the form of energy the *rod of divergence* is designed to protect against (an emerald for acid, a sapphire for cold, a topaz for electricity, a ruby for fire, or a diamond for sonic). When any effect of the appropriate energy type is targeted at the wielder or at any point within 10 feet of him, he may expend 3 charges from the rod as a free action to redirect the attack to any point of his choosing within 60 feet. An area spell must be centered on a point within 10 feet of the wielder to be subject to redirection. (In other words, a *fireball* cast at a point 15 feet away could not be redirected, even though parts of the effect would come within 10 feet of the wielder.) Additionally, a *rod of divergence* can duplicate the effects of a *faerie fire* spell. Use of this ability costs no charges. A *rod of divergence* has 50 charges when first created.

Strong abjuration; CL 13th; Craft Rod, *faerie fire, spell turning*; Price 117,000 gp.

Rod of Spheres: Elminster reportedly designed the first of these rare and strange rods, but wizards all over Toril have since made many copies. The sole function of a *rod of spheres* is to create large, transparent bubbles, each with a radius of 3 feet. These bubbles glow softly, giving off light equivalent to that of a candle. The bubbles float along gently at a speed of 20 feet per round as directed by the wielder of the rod, and each can hold up to 140 pounds of creatures or items. Any object within a bubble is protected from exposure to the elements (rain, wind, snow, or the like, though the bubbles provide no special bonuses or resistances against energy attacks) and is affected as if by a *feather fall* spell should it fall more than 10 feet. The bubbles last up to 8 hours or until ruptured.

A bubble is not a prison; any intelligent being that is not securely bound can break a bubble with ease. The *rod of spheres* has 50 charges when it is created, and the formation of each bubble costs 1 charge.

Moderate evocation [force]; CL 9th; Craft Rod, *feather fall, Tenser's floating disk*; Price 25,000 gp.

Staff

The following staff supplements those described in Chapter 7 of the *Dungeon Master's Guide.*

Thunderstaff: At least a dozen *thunderstaffs* are known to exist, including one in the possession of Khelben "Blackstaff" Arunsun. Each *thunderstaff* is a 6-foot length of duskwood capped at the head with a mithral casting of a blue dragon's head and at the base with a long mithral spike, which allows the staff to be used as a spear in emergencies. A *thunderstaff* holds several spells related to thunder, lightning, and weather control, usually one spell of each level. It is rumored that each *thunderstaff* has a unique suite of powers. The following set of spells is only one example of what a *thunderstaff* might hold.

Shocking grasp (1 charge)
Gedlee's electric loop (1 charge)
Lightning bolt (1 charge)
Thunderlance (2 charges)
Ball lightning (2 charges)
Chain lightning (2 charges)
Great thunderclap (3 charges)
Lightning ring (3 charges)
Shapechange (blue dragon only) (3 charges)

Strong evocation; CL 17th; Craft Staff, *ball lightning, chain lightning, Gedlee's electric loop, great thunderclap, lightning bolt, lightning ring, shapechange, shocking grasp, thunderlance*; Price 83,841 gp; Weight 4 lb.

wondrous items

The following wondrous items supplement those described in Chapter 7 of the *Dungeon Master's Guide.*

Aquamarine of Spell Extending: This blue stone is mounted in the center of a gold and silver hourglass. Once per day, the owner can gain the benefits of the Extend Spell feat on any spell of 6th level or lower that she casts. The affected spell uses its normal spell slot (not a slot one level higher, as use of the feat would require). A caster who does not prepare spells still must pay the penalty of an extended casting time when using this item. The item must be held in the caster's hand while the spell is cast to gain this benefit.

Strong (no school); CL 17th; Craft Wondrous Item, Extend Spell; Price 3,700 gp; Weight 1 lb.

Gauntlets of Weaponry Arcane: These heavy leather-and-silver gauntlets cover the wearer's hands and lower forearms. Ornate silver stitching decorates the leather armguards and fingers, and each link of the silver chainmail that reinforces the palms is etched with intricate runes. Any weapon (even a nonmetallic one such as a quarterstaff) that the wearer grasps while wearing the gauntlets overcomes damage reduction as if it were a magic silver weapon. If the weapon is already magic and silver, the *gauntlets* have no additional effect.

Faint transmutation; CL 3rd; Craft Wondrous Item, *magic weapon*; Price 9,000 gp; Weight 1 lb.

Glove of Taarnahm the Vigilant: This chainmail gauntlet allows the wielder to hurl any melee weapon he carries as though it had the *throwing* and *returning* special abilities.

Moderate transmutation; CL 7th; Craft Wondrous Item, *magic stone, telekinesis*; Price 10,000 gp.

Instrument of the Winds: This fine instrument is a masterwork lute (+2 circumstance bonus on Perform [string instruments] checks). Once per day, the user can attempt to play a certain tune on the instrument. If she succeeds on a DC 15 Perform (string instruments) check, the *instrument of the winds* summons a Large air elemental, as though with the *summon monster VI* spell.

Moderate Conjuration; CL 11th; Craft Wondrous Item, *summon monster VI;* Price 22,000 gp; Weight 3 lb.

Kiira N'Vaelahr: These bright green gems, each about the size of a man's fist, were created for the most skilled spies serving the city of Myth Drannor before it fell. When placed against the skin, a *kiira N'Vaelahr* embeds itself painlessly into the flesh where it touches, fixing itself so firmly that it cannot be removed. Traditionally, such a gem was placed over the heart, but it may be bonded anywhere the owner desires. Once implanted, the gem may be moved along the user's body through mental concentration. A bonded *kiira N'Vaelahr* grants the following powers.

- The *kiira N'Vaelahr* acts as a sort of recorder, storing the memories of its current owner automatically. The stored memories can be replayed as a vision. Such a review of the information is visible and audible only to the bearer of the *kiira* unless he uses another of its abilities (see below) to make it visible to others. These memories encompass sight and sound only, and they are somewhat hazy and difficult to focus on. (Attempts to see or hear a particular event in the vision take a –2 penalty on Spot and Listen checks.) The gem's owner may, as a standard action, will the gem to record memories in greater detail. The gem can hold up to 10 hours of such detailed memories, which impose no skill penalties on later readings. At the owner's option, these detailed memories may include his thoughts and feelings as well.
- The owner may use *detect thoughts* at will. He may also send telepathic messages (including memories stored in his *kiira N'Vaelahr*, if desired) to anyone whose thoughts he is currently reading.
- The bearer gains a +2 resistance bonus on Will saves.
- The gem's owner may use *major image* once per day. Only memories stored in the *kiira N'Vaelahr* may be projected in this manner.
- The gem's owner may use *overland flight* once per day.

Moderate divination, illusion, and transmutation; CL 7th; Craft Wondrous Item, *detect thoughts, major image, overland flight*; Price 75,040 gp.

Mantle Stone of Vhyridaan: This small gem resembles an *ioun stone* in most respects. It floats in a loose orbit 1d3 feet from its user's head and can be separated from its owner only by snatching or netting it. The *mantle stone of Vhyridaan* has AC 26, 10 hit points, and a hardness of 5. Three times per day, the user may speak a command word to gain protection from spells. This effect functions like the *spell turning* spell, except that a *mantle stone* always absorbs five spell levels before being discharged rather than the usual 1d4+6.

Additionally, the owner of the *mantle stone* may imbue it with up to three spell levels each day, as if it were a *vibrant purple ioun stone* (as described on page 260 of the *Dungeon Master's Guide*).

Strong abjuration; CL 13th; Craft Wondrous Item, *imbue with spell ability, spell turning*, Quicken Spell; Price 232,560 gp.

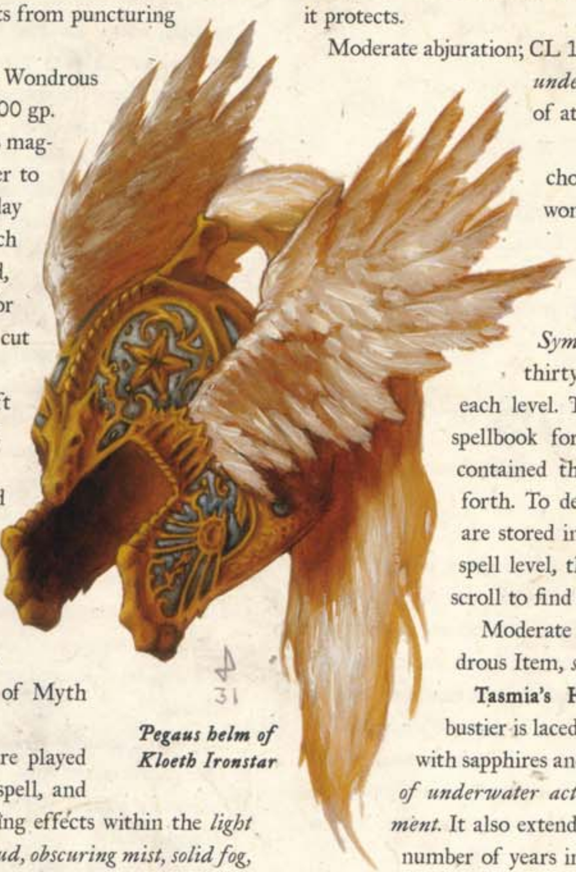
Najjar's Cloak of Weaponry: Created by a Calishite fighter/wizard to aid him in battle against his rival Vycaena, this gauzy-looking cloak of white linen is lined with the tanned pelt of a displacer beast. Once per round, the wearer may reach into the cloak's folds and withdraw a single weapon that has been stored there. *Najjar's cloak of weaponry* functions like a *bag of holding*, except that it stores only 25 pounds of nonliving material of a volume that would reasonably fit beneath a 6-foot-long cloak. Most two-handed weapons do not fit, unless they can be coiled or folded in some way, but the cloak can easily hold light or one-handed weapons or other items of comparable size. Since the cloak was designed to hold weapons, it does not suffer the ill effects from puncturing that a *bag of holding* does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,500 gp.

Pegasus Helm of Kloeth Ironstar: This magnificent winged helmet allows its wearer to summon a celestial pegasus twice per day to serve as a mount or aid in battle. Each summoning requires a command word, and the creature summoned remains for up to 3 hours, though the wearer may cut the duration short if desired.

Moderate conjuration; CL 7th; Craft Wondrous Item, *summon monster IV*; Price 20,160 gp.

Ruehar's Flute: This finely crafted silver flute resembles a rolled-up spell scroll, with its holes lining the edge of the "parchment." It has seldom been seen outside the possession of the descendants of Ruehar, a green elf wizard who lived during the days of Myth Drannor.



Pegaus helm of Kloeth Ironstar

Illustration by Jim Pavelec

When two short notes in any key are played on the flute, it emanates *light*, as the spell, and automatically dispels any of the following effects within the *light* effect's radius: *acid fog, cloudkill, fog cloud, obscuring mist, solid fog,* and *stinking cloud*.

The *flute's* second ability is activated by a command word known only to Ruehar's descendants. When this word is spoken, the flute unrolls like a scroll, revealing a small spellbook capable of holding twenty spell levels. The original *Ruehar's flute* contains the following spells: 1st—*color spray, magic missile, Tenser's floating disk, ventriloquism*; 2nd—*daze monster, glitterdust, lively step*; 3rd—*Leomund's tiny hut, phantom steed*; 4th—*polymorph*. Ruehar's descendants may, however, have manufactured more flutes since his death, and those spellbooks may contain different spells or simply remain blank. Any wizard who has deciphered the spellbook within *Ruehar's flute* (see pages 178 and 179 of the *Player's Handbook*) may study and prepare these spells normally.

Faint transmutation; CL 3rd; Craft Wondrous Item, *gust of wind, light*; Price 15,000 gp.

Shroudcrown: This agate-studded bronze circlet holds considerable power over undead. The wearer of the *shroudcrown* can turn undead as a 10th-level cleric, and she gains a +2 resistance bonus on all saving throws against spells and spell-like abilities of undead creatures. Furthermore, the wearer is constantly affected as if by a *hide from undead* spell. Though the *shroudcrown* is not actually cursed in any way, its owners have an unfortunate tendency to meet messy ends at the claws of the very undead creatures against which it protects.

Moderate abjuration; CL 10th; Craft Wondrous Item, *hide from undead, resistance*, creator must be a cleric of at least 10th level; Price 113,600 gp.

Symrustar's Choker: This ornate choker, sized and designed for an elf woman's throat, functions as a spellbook. As long as a wizard character wears it, she may study and prepare any spell "scribed" in the item. *Symrustar's choker* may store a total of thirty-six spells, but no more than four of each level. The choker is treated like a wizard's spellbook for the purpose of deciphering spells contained therein, "scribing" new spells, and so forth. To determine randomly how many spells are stored in a given choker, roll 1d4–1 for each spell level, then roll randomly as if generating a scroll to find the exact spells.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 15,000 gp.

Tasmia's Heart: This elaborate, high-necked bustier is laced and lined with black silk and adorned with sapphires and beljurils. It functions as both a *helm of underwater action* and a *ring of freedom of movement*. It also extends the wearer's life span, doubling the number of years in each remaining age category of the character's life, as well as her maximum age. For example, a human adult who dons *Tasmia's heart* would reach middle age at 70, old age at 106, venerable age at 140, and maximum age 2d20×2 years after that. *Tasmia's heart* counts as a shirt for the purpose of magic item limitations (see page 214 of the *Dungeon Master's Guide*).

Moderate transmutation; CL 7th; Craft Wondrous Item, *freedom of movement, water breathing*, creator must be at least 10th level; Price 127,000 gp.

Weirdstone: These innocuous-looking, fist-sized pieces of faceted glass are among the most highly sought-after items in all of Faerûn. Mages who like their privacy and evil beings who prefer to keep their plans secret are particularly fond of these items, and they often dispatch minions or adventurers to retrieve them.

When placed upon a flat surface and activated by mental command, a *weirdstone* floats about 3 feet into the air, glowing and chiming softly. While active, it blocks out all of the following within a 6-mile radius (including into the air above and the ground below).

- All astral and ethereal travel.
- All divination (scrying) spells.
- All conjuration (teleportation) spells.
- Any spell-like, supernatural, or extraordinary abilities, psionic powers, or the like that mimic these effects.

The *weirdstone* hampers only effects that manifest within its area. Spells or abilities activated within the *weirdstone's* area that target an area outside its 6-mile radius are unaffected. For example, a wizard standing right next to a *weirdstone* could cast a *scrying* spell to spy on a creature more than 6 miles away, but she could not *teleport* across the room because the *weirdstone* blocks teleportation magic within its radius.

Strong abjuration; CL 20th; Craft Wondrous Item, *dimensional lock, nondetection,* creator must be at least 20th level; Price 250,000 gp.

Ynloeth's Bracer: Owned by Coronal Ynloeth of Shantel Othreier, this single silver bracer, made to fit the left arm, functions as *bracers of armor +8.* In addition, the wearer of this bracer is immune to the death effect of the *shattering swords of Coronal Ynloeth* (see below).

Strong abjuration; CL 16th; Craft Wondrous Item, *mage armor, death ward,* creator must be at least 16th level; Price 70,000 gp.

Unique Magic Weapons

Unlike the specific magic weapons described in the *Dungeon Master's Guide,* the weapons in this section are unique—only one *Calathangas,* for instance, exists in all of Faerûn. Some of these unique weapons are intelligent (see the rules for intelligent items on page 268 of the *Dungeon Master's Guide*), while others are not.

Black Sword: This item is a *+3 bastard sword* created at the height of the Imaskari Empire to overthrow the emperor. Its statistics are as follows:

AL LN; Int 10, Wis 14, Cha 14; Speech, 120-ft. vision and hearing; Ego score 15.

Lesser Powers: Darkness 3/day, *silence* 3/day.

Greater Power: Dispel magic 3/day.

Special Purpose: Overthrow tyrants.

Dedicated Power: Wielder gets a +2 luck bonus on attack rolls, saves, and checks.

Personality: The *black sword* is haughty and single-minded. It does not like to be wielded by creatures it thinks are beneath it (which includes most characters), and it speaks little when it is in such unpleasant circumstances. If placed in a position of being able to fight a tyrant, however, it grows extremely excited and constantly urges its wielder on.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *darkness, dispel magic, divine favor, silence*; Price 131,335 gp; Cost 55,835 gp + 5,240 XP.

Calathangas: Also called the *rat blade* and the *sting of Xerastos,* this *+1 rapier* first appeared in the Dalelands nearly a century ago. Any humanoid who wields it must make a DC 15 Fortitude save each tenday that the blade is in his possession; failure indicates that he has contracted lycanthropy and become an afflicted wererat. Likewise, any humanoid hit by the blade must succeed on a DC 15 Fortitude save or contract lycanthropy of the same sort.

Calathangas glows only when there are rats within 50 feet of it. Once per day, the wielder can call forth 1d6+1 rat swarms or a pack of 3d6 dire rats as a standard action. These creatures arrive in 2d6 rounds and serve the wielder for up to 1 hour.

Moderate conjuration; CL 6th; Craft Magic Arms and Armor, *summon nature's ally III;* Price 15,800 gp; Cost 8,060 gp + 620 XP.

Dyerwaen: Forged by the elves of old Myth Drannor, this *+2 bastard sword* was given as a token of friendship to the first human settlers in the Dalelands. It grants a number of magical abilities to its wielder. In forest settings, a character carrying *Dyerwaen* is camouflaged, gaining a +5 competence bonus on Hide checks. In addition, she can use *pass without trace* at will in such an environment and *intuit direction* at will anywhere. She also gains a +2 competence bonus on Survival checks. On command, *Dyerwaen* can produce a *hide from animals* effect (usable at will) and a *speak with plants* effect (usable once per day). Finally, the wielder gains a +2 competence bonus on Diplomacy checks against elves, fey, and woodland creatures of good alignment. *Dyerwaen* is a chaotic and good weapon, so it can bypass the damage reduction of certain lawful or evil outsiders.

Moderate abjuration; CL 11th; creator must be a druid; Price 29,335 gp; Cost 14,667 gp and 5 sp + 1,173 XP.

Elqillar: A Calishite illusionist named Akhir Ahad, who intended it to help him escape assassination at the hands of political rivals, crafted this +1 scimitar. At the wielder's command, *Elqillar* can transform into a scimitar, dagger, kukri, or sword of any kind sized for a Small, Medium, or Large creature. Whatever its guise, it retains its +1 enhancement bonus, and multicolored runes spelling its name appear on its blade.

A character who has *Elqillar* on his person can use *disguise self* at will. When holding the weapon in his hand, he is immune to *detect thoughts, discern lies,* and any attempt to magically discern his alignment, as though he were wearing a *ring of mind shielding.* Finally, when *Elqillar* strikes a creature that is in any form other than its natural one, that creature must make a DC 18 Will saving throw or immediately revert to its natural form (humanoid or giant is the natural form for both afflicted and natural lycanthropes).

Strong illusion; CL 12th; Craft Magic Arms and Armor, *disguise self, nondetection, polymorph;* Price 167,315 gp; Cost 83,815 gp + 6,680 XP.

Evithyan's Blade: This *+3 longsword* was fashioned in Myth Drannor by the ancient elf hero whose name it carries, then used to fight the drow in the Underdark. Similar to a bane weapon, *Evithyan's blade* becomes a *+5 longsword* against drow. Rather than dealing extra damage as a bane weapon would, however, it deals 2d4 points of Constitution damage to any drow it hits. A DC 20 Fortitude save reduces the Constitution damage by half.

Strong evocation; CL 13th; Craft Magic Arms and Armor, *Mordenkainen's sword;* Price 72,315 gp; Cost 36,315 gp + 2,880 XP.

Ilbratha, Mistress of Battle: This *+1 longsword* was forged at the behest of King Azoun I of Cormyr, but it was subsequently lost in a storm at sea. In addition to its enhancement bonus, *Ilbratha* allows the wielder to use *jump* three times per day, *blink* once per day, and *mirror image* once per day with the proper command words. It also rings like struck chimes when it touches spell effects or magic items.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *blink, detect magic, jump, mirror image;* Price 31,115 gp; Cost 15,715 gp + 1,232 XP.

Nightwatcher: This adamantine *+3 longsword* is a relic of ancient Netheril. Its blade is black and its pommel is silver, worked in ivory and set with a large black pearl. *Nightwatcher*'s bearer gains low-light vision, and the blade disperses magical darkness within 30 feet if it succeeds on a caster level check (as if casting *dispel magic*). When planted firmly into the ground, *Nightwatcher* hums loudly if anyone with intent to harm its owner approaches within 60 feet.

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *alarm, dispel magic, light;* Price 89,315 gp; Cost 44,815 gp + 3,560 XP.

Shazzellim: This *+1 keen scimitar* was created by the Red Wizards of Thay to combat the Harpers. Its crosspiece has an ornament shaped like a pair of rearing serpents. Its statistics are as follows.

AL NE; Int 17, Wis 10, Cha 17; Speech and telepathy, 120-ft. darkvision and hearing; Ego score 17.

Lesser Powers: Detect magic at will, *locate object* 3/day, 10 ranks in Search (total modifier +13).

Special Purpose: Slay members of the Harpers.

Dedicated Power: Fireball (10d6 fire damage).

Personality: Shazzellim is mean and dour. It almost seems to resent its existence and sentience, and it certainly loathes the poor quality of care it has received since its forging, as demonstrated by a few nicks in the blade and some damage to the ornament of its crosspiece. *Shazzellim* speaks Common, Orc, Abyssal, and Infernal.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *detect magic, fireball, locate object;* Price 92,415 gp; Cost 46,365 gp + 3,684 XP.

Taragarth, the Bloodbrand: This *+1 short sword* was forged in Silverymoon in the early days of the North and first wetted in battle against the trolls of the Evermoors. While holding it unsheathed, the wielder gains resistance to fire 10 and is immune to *detect thoughts, discern lies,* and any attempt to magically discern her alignment.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *nondetection, resist energy;* Price 42,310 gp; Cost 21,310 gp + 1,680 XP.

Minor Artifact

This artifact is unique to the FORGOTTEN REALMS setting. The secrets of its construction have long ago been lost.

Shattering Swords of Coronal Ynloeth: This artifact is actually a pair of *+5 holy speed longswords,* which were once owned by a Coronal of Shantel Othreier during the Crown Wars. Though many ancient elven ballads and epics mention Coronal Ynloeth and his mighty blades, the ultimate fate of the swords remains uncertain. It is known that the blades were wielded in several major battles of the Crown Wars, including the Battle of the Gods' Theater in –10,700 DR. Ynloeth himself died mysteriously in –10,600 DR, shortly before Shantel Othreier fell to the Vyshaantar Empire. The ultimate fate of the *shattering swords* is not known for certain, but they are believed to lie somewhere in the region of Hellgate Keep.

When wielded individually, the *shattering swords of Coronel Ynloeth* function as mere *+2 longswords.* If wielded simultaneously, they take on their full abilities as described above, and the wielder may unlock the blades' greatest power. Once per year, the blades may be struck together in a specific manner and shattered. The shards of the swords multiply into a storm of razor-sharp steel, which scours a 500-foot-radius burst centered on the wielder, slaying any creature that fails a DC 30 Reflex save. Success indicates that the creature takes 15d6 points of damage instead. Unfortunately, this effect also slays the wielder of the *shattering swords* (no save) and destroys his body to the extent that a *true resurrection* spell is required to bring him back. The *shattering swords of Coronal Ynloeth* reform at a random location somewhere in Faerûn 24 hours after being shattered.

Strong transmutation; CL 20th; Weight 4 lb. each.

Epic Levels in Faerûn

Since the release of the Third Edition Dungeons & Dragons game, a number of supplements have expanded the choices available in a D&D campaign. Books such as *Epic Level Handbook, Manual of the Planes, Psionics Handbook, Book of Vile Darkness,* and *Book of Exalted Deeds* present a wide spectrum of new rules and information, in most cases without offering guidelines for incorporating that material into a Forgotten Realms campaign. This chapter, the next one, and the appendix of this book expand those options into the land of Faerûn, presenting Faerûn-specific rules for epic-level play, planar adventuring, psionics, and campaigning with mature themes.

Epic Prestige Classes

This section offers epic progressions for all the ten-level prestige classes in Chapter 2 of this book. Also presented here are two epic prestige classes that are unavailable to characters below epic levels. Each epic prestige class offers a list of bonus feats that a character who progresses to epic levels may choose to fill his bonus feat slots. See the *Dungeon Master's Guide* and the *Epic Level Handbook* for descriptions of any feats not detailed in this book, the *Player's Handbook,* or the *Forgotten Realms Campaign Setting.*

Epic Eye of Horus-Re

The epic eye of Horus-Re is the embodiment of light and his deity's devotion to battling evil.

An epic eye of Horus-Re should concentrate on his ability to wreak havoc on undead and other evil creatures by focusing on epic feats such as Positive Energy Aura, Chosen Weapon Specialization, and Planar Turning. He is always happy to improve his spellcasting as well, with feats such as Divine Spell Penetration, Improved Alignment-Based Casting, Bonus Domain, Spontaneous Domain Access, and feats that improve his use of metamagic. A good selection of defensive feats, such as Epic Devotion and Armor Skin, is also useful.

The epic eye of Horus-Re should increase his Wisdom as much as possible, though he also needs Charisma for turning undead.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic eye of Horus-Re's caster level increases by 1 for every level higher than 10th. His spells per day and spells known do not increase after 10th level, unless the sum of the class levels contributing to his caster level equals 20 or less.

Positive Energy Burst: The DC for this ability increases by 1 for every two levels higher than 10th.

Bonus Feats: The epic eye of Horus-Re gains a bonus feat, selected from the list below, for every two levels higher than 10th. He must meet any prerequisites for a feat in order to select it.

Epic Eye of Horus-Re Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization*, Divine Spell Penetration*, Enhance Spell, Epic Counterspell*, Epic Devotion*, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

*New epic feat; see page 135.

Table 5–1: The Epic Eye of Horus-Re

Class Level	Special
11th	—
12th	Bonus feat
13th	—
14th	Bonus feat
15th	—
16th	Bonus feat
17th	—
18th	Bonus feat
19th	—
20th	Bonus feat

Epic Hammer of Moradin

The epic hammer of Moradin is a mighty champion of the dwarf race—the very image of his deity on the battlefield.

An epic hammer of Moradin has a dual focus: He should improve his spellcasting ability on a regular basis while also augmenting his sheer combat prowess. The Chosen Weapon Specialization feat makes use of his religious devotion, while a whole array of combat feats from Epic Weapon Focus to Overwhelming Critical can increase his effectiveness in battle. Divine Spell Penetration, Epic Devotion, and Improved Alignment-Based Casting highlight his role as a champion of law and good. Armor Skin, Damage Reduction, Epic Endurance, and Epic Toughness suit the dwarven idiom as well.

Strength, Wisdom, and Constitution are all important to the epic hammer of Moradin, and not necessarily in that order. Better attacks, better spells, better hit points—he needs them all, so he should try to increase these three abilities nearly evenly.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic hammer of Moradin's caster level increases by 1 for every two levels higher than 10th. His spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to his caster level equals 20 or less.

Bonus Feats: The epic hammer of Moradin gains a bonus feat, selected from the list below, for every two levels higher than 10th. He must meet any prerequisites for a feat in order to select it.

Epic Hammer of Moradin Bonus Feat List: Armor Skin, Bonus Domain, Chosen Weapon Specialization*, Damage Reduction, Devastating Critical, Divine Spell Penetration*, Enhance Spell, Epic Devotion*, Epic Endurance, Epic Leadership, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Alignment-Based Casting, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Improved Whirlwind Attack, Legendary Commander, Overwhelming Critical, Penetrate Damage Reduction, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Superior Initiative, Widen Aura of Courage.

*New epic feat; see page 135.

Table 5–2: The Epic Hammer of Moradin

Class Level	Special
11th	—
12th	Bonus feat
13th	—
14th	Bonus feat
15th	—
16th	Bonus feat
17th	—
18th	Bonus feat
19th	—
20th	Bonus feat

Epic Hathran

As far as outsiders know, there are no hathrans above the rank of othlor among the Witches of Rashemen. But the outsiders are wrong. Those few hathrans who exceed this level of power keep their identities secret and often disappear from public view. They may continue to work from behind the scenes, but more likely they travel incognito to distant lands or planes of existence in search of greater knowledge.

The epic hathran has perhaps the widest array of bonus feats available to any class. Her choice of feats depends largely on her spellcasting preference (arcane or divine). Former clerics might select Bonus Domain or Improved Alignment-Based Casting, while hathrans who were once arcane spellcasters probably lean toward improving their metamagic capabilities. Regardless of a hathran's background, general feats such as Epic Spell Focus and Epic Spell Penetration come in very handy, and she can't go wrong with Improved Spell Capacity.

An epic hathran should focus on increasing the ability score that controls her spellcasting, whether that is Intelligence, Wisdom, or Charisma. Since hathrans are multiclass spellcasters, an occasional bump to her secondary spellcasting ability score is a reasonable second choice.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic hathran's caster level increases by 1 for every level higher than 10th. Her spells per day and spells known do not increase after 10th level.

Universal Spirit Magic: The epic hathran gains one additional use per day of this ability for every three levels higher than 9th (four times per day at 12th level, five times per day at 15th level, and six times per day at 18th level).

Bonus Feats: The epic hathran gains a bonus feat, selected from the list below, for every two levels higher than 10th. She must meet any prerequisites for a feat in order to select it.

Epic Hathran Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material

Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

TABLE 5–3: THE EPIC HATHRAN

Class Level	Special
11th	—
12th	Bonus feat, universal spirit magic 4/day
13th	—
14th	Bonus feat
15th	Universal spirit magic 5/day
16th	Bonus feat
17th	—
18th	Bonus feat, universal spirit magic 6/day
19th	—
20th	Bonus feat

Epic Incantatrix

The epic incantatrix is even more solitary than the typical representative of the prestige class.

Improved Metamagic further augments the incantatrix's prodigious metamagic abilities, and its benefit stacks with that provided by her class ability of the same name. Any of the epic metamagic feats (such as Improved Heighten Spell) are also likely to come in handy for her.

The epic incantatrix should focus her ability score increases on the ability that controls her spellcasting (typically Intelligence or Charisma). Beyond that, either Dexterity or Constitution is a fine choice.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic incantatrix's caster level increases by 1 for every level higher than 10th. Her spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to her caster level equals 20 or less.

Instant Metamagic (Su): The incantatrix gains one additional use per day of her instant metamagic ability for every two levels higher than 9th. Thus, she can use it three times per day at 11th level, four times per day at 13th level, five times per day at 15th level, six times per day at 17th level, and seven times per day at 19th level.

Bonus Feats: The epic incantatrix gains a bonus feat, selected from the list below, for every three levels higher than 10th. She must meet any prerequisites for a feat in order to select it.

Epic Incantatrix Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Effect*, Enhance Spell, Epic Counterspell*, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Cooperative Metamagic*, Improved Heighten Spell, Improved Metamagic, Improved Snatch Spell*, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

*New epic feat; see page 135.

TABLE 5–4: THE EPIC INCANTATRIX

Class Level	Special
11th	Instant metamagic 3/day
12th	—
13th	Bonus feat, instant metamagic 4/day
14th	—
15th	Instant metamagic 5/day
16th	Bonus feat
17th	Instant metamagic 6/day
18th	—
19th	Bonus feat, instant metamagic 7/day
20th	—

Epic Justiciar of Tyr

A champion of law first and good second, the epic justiciar of Tyr is very similar to the epic paladin—a champion of righteousness and justice whose sword brings woe to the wicked.

The epic justiciar of Tyr's faith powers her combat prowess. Axiomatic Strike is the logical outgrowth of her smite anarchy ability, and Great Smiting improves that ability as well. Chosen Weapon Specialization is another good combat feat for the epic justiciar, and both Epic Leadership and Legendary Commander suit this paragon of justice well.

Charisma, Strength, and Wisdom are all good choices for ability score increases.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic justiciar of Tyr's caster level increases by 1 for every level higher than 10th. Her spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to her caster level equals 20 or less.

Smite Anarchy (Su): The epic justiciar of Tyr gains one additional use per day of her smite anarchy ability for every five levels higher than 10th. Thus, she can use it four times per day at 15th level and five times per day at 20th level.

Bonus Feats: The epic justiciar of Tyr gains a bonus feat, selected from the list below, for every three levels higher than 9th. She must meet any prerequisites for a feat in order to select it.

Epic Justiciar of Tyr Bonus Feat List: Armor Skin, Axiomatic Strike*, Chosen Weapon Specialization*, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Overwhelming Critical, Perfect Health, Permanent Emanation, Spontaneous Spell.

*New epic feat; see page 135.

Table 5–5:
The Epic Justiciar of Tyr

Class Level	Special
11th	—
12th	—
13th	Bonus feat
14th	—
15th	Smite anarchy 4/day
16th	Bonus feat
17th	—
18th	—
19th	Bonus feat
20th	Smite anarchy 5/day

Epic Monk of the Long Death

Shrouded in an aura of death, the epic monk of the long death has achieved a level of peace with the concept of death that most mortals will never find.

Epic monks of the long death have most of the same options available to them as standard monks do, including a variety of ways to improve their unarmed combat ability, superior defenses, and speed. Monks of the long death who come from different backgrounds should consult the epic paths for their other classes for more options.

A monk of the long death needs to keep improving most of his ability scores. Since his death attack relies on his Intelligence score, Charisma is the only ability score that he shouldn't care too much about.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Death Attack: The save DC for this ability, increases by 1 for every two levels higher than 10th.

Deathguard: The epic monk of the long death's bonus on saving throws against death effects increases by 1 for every two levels higher than 9th (to +6 at 11th level, +7 at 13th level, +8 at 15th level, +9 at 17th level, and +10 at 19th level).

Bonus Feats: The epic monk of the long death gains a bonus feat, selected from the list below, for every four levels higher than 10th. He must meet any prerequisites for a feat in order to select it.

Epic Monk of the Long Death Bonus Feat List: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Fast Healing, Improved Combat Reflexes, Keen Strike, Legendary Climber, Legendary Wrestler, Self-Concealment, Shattering Strike, Superior Initiative, Vorpal Strike.

Table 5–6:
The Epic Monk of the Long Death

Class Level	Special
11th	Deathguard +6
12th	—
13th	Deathguard +7
14th	Bonus feat
15th	Deathguard +8
16th	—
17th	Deathguard +9
18th	Bonus feat
19th	Deathguard +10
20th	—

Epic Morninglord of Lathander

Shining with the rosy light of dawn, the epic morninglord of Lathander is a ray of hope in a dark and dangerous world.

Much like clerics, epic morninglords should concentrate on improving their spellcasting, their turning ability, and their healing talents. Because they are highly creative people, many epic morninglords take Epic Skill Focus (Craft or Perform).

An epic morninglord should improve her Wisdom for spellcasting and her Charisma for turning.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic morninglord of Lathander's caster level increases by 1 for every level higher than 10th. Her spells per day and spells known do not increase after 10th level unless the sum of the class levels contributing to her caster level equals 20 or less.

Greater Turning: The epic morninglord of Lathander gains one additional use per day of this ability for every four levels higher than 9th. Thus, she can use it three times per day at 13th level and four times per day at 17th level.

Bonus Feats: The epic morninglord of Lathander gains a bonus feat, selected from the list below, for every three levels higher than 10th. She must meet any prerequisites for a feat in order to select it.

Epic Morninglord of Lathander Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization*, Divine Spell Penetration*, Enhance Spell, Epic Counterspell*, Epic Devotion*, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

*New epic feat; see page 135.

Table 5–7:
The Epic Morninglord of Lathander

Class Level	Special
11th	—
12th	—
13th	Greater turning 3/day, bonus feat
14th	—
15th	—
16th	Bonus feat
17th	Greater turning 4/day
18th	—
19th	Bonus feat
20th	—

Epic Runecaster

Epic runecasters are particularly common among the dwarves and giants, who originated this form of magic. A runecaster of epic level is likely a legend among his people, and the power of his runes is beyond comparison.

The epic runecaster should pick up Inscribe Epic Rune (new feat; see page 135) as soon as possible. Beyond that, any feat that makes his spellcasting more powerful is a good choice, from Enhance Spell to Improved Metamagic to Spell Stowaway. Epic Toughness is a good choice for epic runecasters who want to emulate their dwarf or giant teachers. Players could also work with their DMs to create rune-based epic feats that mimic metamagic feats.

If the epic runecaster's divine spellcasting relies on Wisdom, that's the best choice for his ability score increases. Constitution is a solid second choice, since many runecasters take pride in their physical toughness.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic runecaster's divine caster level increases by 1 for every level higher than 10th. His spells per day and spells known do not increase after 10th level.

Rune Craft: The epic runecaster's bonus on Craft checks made to inscribe runes increases by 1 for every three levels higher than 10th (to +4 at 13th level, +5 at 16th level, and +6 at 19th level).

Rune Power: For runes created by the runecaster, the save DC for all attempts to erase, dispel, or disable the rune, and for caster level checks made to overcome the spell resistance of a target, increases by 1 for every three levels higher than 9th (to +4 at 12th level, +5 at 15th level, and +6 at 18th level).

Crafting Epic Runes: An epic runecaster can't create a rune with a spell level above 10th or an effective caster level above 20th without using the Inscribe Epic Rune feat.

Bonus Feats: The epic runecaster gains a bonus feat, selected from the list below, for every three levels higher than 10th. He must meet any prerequisites for a feat in order to select it.

Epic Runecaster Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization*, Divine Spell Penetration*, Efficient Item Creation, Enhance Spell, Epic Devotion*, Epic Skill Focus (Craft [any]), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Inscribe Epic Rune*, Intensify Spell, Multispell, Permanent Emanation, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

*New epic feat; see page 135.

Table 5–8: The Epic Runecaster

Class Level	Special
11th	—
12th	Rune power +4
13th	Bonus feat, rune craft +4
14th	—
15th	Rune power +5
16th	Bonus feat, rune craft +5
17th	—
18th	Rune power +6
19th	Bonus feat, rune craft +6
20th	—

Epic Shaaryan Hunter

The epic Shaaryan hunter is one with her mount. She is a rider, tracker, and survivalist of unrivaled skill.

An epic Shaaryan hunter should focus on feats related to riding and archery, which are her two greatest strengths. Legendary Rider and Skill Focus (Ride) improve her riding ability and help her make Ride checks at high DCs for tasks such as attacking while hanging down alongside her mount. Combat Archery, Distant Shot, Improved Manyshot, Swarm of Arrows, and Uncanny Accuracy all improve her prowess with a bow.

The Shaaryan hunter should improve her Dexterity regularly. Constitution should be her second focus for ability score increases.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Ride Bonus: The epic Shaaryan hunter's competence bonus on Ride checks increases by 2 for every three levels higher than 10th (to +10 at 13th level, +12 at 15th level, and +14 at 18th level).

Bonus Feats: The epic Shaaryan hunter gains a bonus feat, selected from the list below, for every three levels higher than 10th. She must meet any prerequisites for a feat in order to select it.

Epic Shaaryan Hunter Bonus Feat List: Armor Skin, Blinding Speed, Combat Archery, Distant Shot, Epic Endurance, Epic Prowess, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Manyshot, Legendary Rider, Legendary Tracker, Swarm of Arrows, Uncanny Accuracy.

TABLE 5—9: THE EPIC SHAARYAN HUNTER

Class Level	Special
11th	—
12th	—
13th	Bonus feat, Ride bonus +10
14th	—
15th	—
16th	Bonus feat, Ride bonus +12
17th	—
18th	—
19th	Bonus feat, Ride bonus +14
20th	—

Epic Shadow Adept

The benefits of the Shadow Weave are as potent as they are tempting. A rare few who follow this path attain epic levels, and those who know their names dare mention them only in whispers—and even then only in bright daylight.

As a spellcaster, an epic shadow adept should focus on gaining feats that bolster his spellcasting power, such as the ever-popular Improved Spell Capacity. Epic Spell Focus, particularly in enchantment, illusion, or necromancy, also serves him well. Improved Low-Light Vision boosts the epic shadow adept's visual acuity in the shadowy conditions he loves.

An epic shadow adept who is satisfied with his spellcasting prowess might consider picking up feats that accentuate his other abilities. If he has the prerequisites, Self-Concealment fits in well with the shadow adept's motif. Spectral Strike is another interesting choice for shadow adepts who were clerics before embracing the Shadow Weave.

As with any epic spellcaster, an epic shadow adept should improve the ability score that controls his spellcasting. Other than that, Dexterity is a good choice, particularly if he typically goes without armor.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic shadow adept's caster level increases by 1 for every level higher than 10th. His spells per day and spells known do not increase after 10th level.

Shadow Defense: The epic shadow adept's profane bonus on saves against spells from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor, increases by 1 for every three levels higher than 9th (to +4 at 12th level, +5 at 15th level, and +6 at 18th level).

Bonus Feats: The epic shadow adept gains a bonus feat (selected from the list below) for every four levels higher than 10th. He must meet any prerequisites for a feat in order to select it.

Epic Shadow Adept Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Low-Light Vision, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

TABLE 5—10: THE EPIC SHADOW ADEPT

Class Level	Special
11th	—
12th	Shadow defense +4
13th	—
14th	Bonus feat
15th	Shadow defense +5
16th	—
17th	—
18th	Bonus feat, shadow defense +6
19th	—
20th	—

Netherese Arcanist

The archwizards of ancient Netheril were arguably the greatest human spellcasters in all of Faerûn's history, though the elves often point out that the Netherese learned all they knew from elf wizards. But even so, the spellcasters of Netheril were renowned for the mighty magic under their control—spells that could shear the tops from mountains and levitate them in the air to serve as floating enclaves. Some say that these archwizards even had access to a spell that could make a man into a god.

The Netherese arcanist is a pioneer of epic spellcasting who focuses his efforts on mastering the secrets of spells that go beyond ordinary limits. Most members of this prestige class died when their floating enclaves plummeted from the sky and their mighty empire crumbled into the desert of Anauroch, though at least one still survives as a lich. But two means remain by which modern-day wizards and sorcerers can approach the techniques of ancient Netheril. They can explore lost Netherese ruins and find records of the arcanists' forgotten secrets, or they can visit the living heirs of those powerful spellcasters—the shades. Among the shades, Netherese arcanists are once again rising to a level of prominence in society, to the great concern of their neighbors.

REQUIREMENTS

To qualify to become a Netherese arcanist, a character must fulfill all the following criteria.

Race: Human (including human undead) or shade.

Skills: Knowledge (arcana) 25 ranks, Spellcraft 25 ranks.

Feats: Improved Metamagic, Improved Spellcasting.

Spells: Able to cast 13th-level arcane spells.

Special: *Traditions of Netheril:* The candidate must have access to the ancient magical traditions of Netheril. A lich or a shade character from the Empire of Shade meets this criterion, or (at the DM's discretion) another character who has unearthed ancient Netherese lore might also qualify.

Table 5–11: The Netherese Arcanist

Class Level	Special
1st	Epic Spellcasting, field specialization
2nd	Spell Focus (epic)
3rd	Backlash resistance 5
4th	Epic spell artisan
5th	Greater Spell Focus (epic)

Class Skills

The Netherese arcanist's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Speak Language (None), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

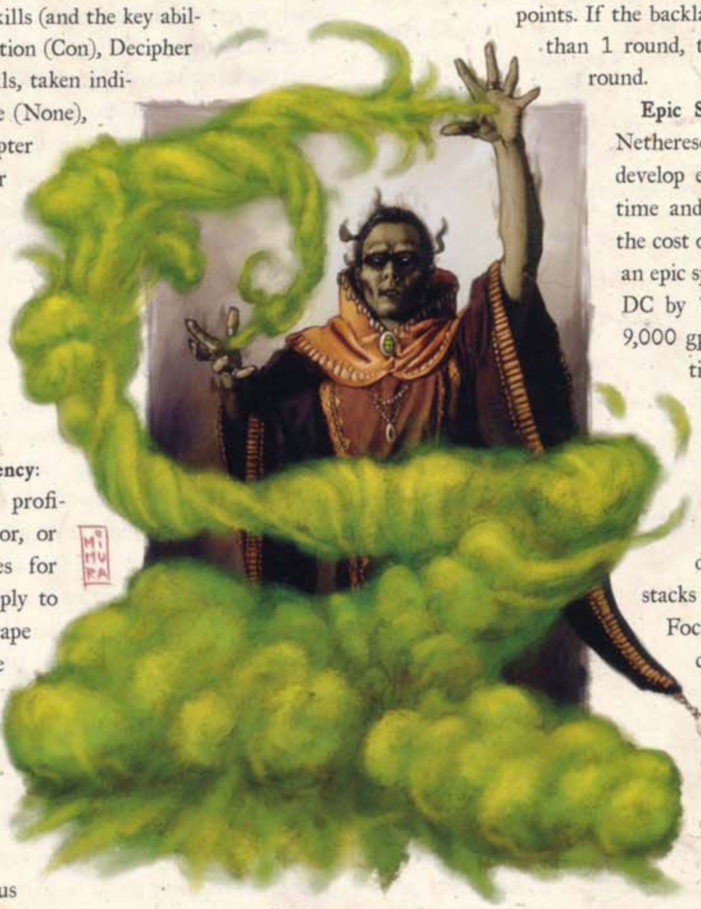
Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Netherese arcanist.

Weapon and Armor Proficiency: Netherese arcanists gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Epic Spellcasting: At 1st level, the Netherese arcanist gains Epic Spellcasting as a bonus feat if he does not already have it.



Netherese arcanist

Illustration by Raven Mimura

Field Specialization: Every Netherese arcanist chooses one of three "fields" of magic—invention, mentalism, or variation—for his major field of specialization. He also chooses one of the remaining two fields as his minor field. He cannot cast spells based on seeds from the third field.

The epic spell seeds covered by each field are given in the table below.

Field	Seeds
Invention	*afflict, armor, conjure, destroy, energy, slay, summon*
Mentalism	*banish, compel, conceal, contact, delude, foresee, reveal*
Variation	*animate, animate dead, dispel, fortify, reflect, transform, transport, ward*

The base Spellcraft DC for developing spells in the arcanist's major field of specialization is reduced by 5, as though it were within the caster's specialist school. If it already is within the caster's specialist school, there is no additional benefit.

Spell Focus (Epic): At 2nd level, the saving throw DC for each of a Netherese arcanist's epic spells increases by 1, but the Spellcraft DC does not increase.

Backlash Resistance (Su): At 3rd level, a Netherese arcanist gains resistance 5 to backlash damage from casting epic spells. Each time he casts an epic spell with a backlash, that damage is reduced by 5 points. If the backlash damage continues for more than 1 round, the reduction is 5 points each round.

Epic Spell Artisan: At 4th level, a Netherese arcanist gains the ability to develop epic spells with less expense in time and resources. When determining the cost of raw materials for researching an epic spell, he multiplies the Spellcraft DC by 7,000 gp instead of the usual 9,000 gp and reduces the development time and XP cost accordingly.

Greater Spell Focus (Epic): At 5th level, the saving throw DC for each of a Netherese arcanist's epic spells increases by 1, but the Spellcraft DC does not increase. This increase stacks with that provided by his Spell Focus (epic) ability, for a net increase of +2.

Spellfire Hierophant

While many characters may call themselves master of spellfire—the raw energy of the Weave—such individuals are mere students compared to the spellfire hierophant. This master of the Weave learns new methods of controlling and shaping spellfire that lesser mortals barely comprehend.

A spellfire hierophant can come from almost any background, though most have some previous training in the use of spellfire. The spellfire channeler prestige class (see *Magic of Faerûn*) provides the lion's share of the candidates for this prestige class; otherwise, spellcasters have the easiest time qualifying.

Considering the generally solitary nature of spellfire wielders, it's no surprise that spellfire hierophants tend to exist outside of normal society. Those few who venture from their hidden lairs in the wilderness or on other planes usually rely on disguises and subterfuge to accomplish their goals.

Hit Die: d4.

REQUIREMENTS

To qualify to become a spellfire hierophant, a character must fulfill all the following criteria.

Skills: Concentration 24 ranks, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Feats: Endurance, Epic Spellfire Wielder, Spellfire Wielder, Weapon Focus (spellfire).

CLASS SKILLS

The spellfire hierophant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

TABLE 5–12:
THE SPELLFIRE HIEROPHANT

Class Level	Special
1st	*Greater charged item drain*
2nd	Ranged healing
3rd	Haste 1/day
4th	Bonus feat
5th	*Greater permanent item drain*
6th	Haste 2/day
7th	Spellfire reserve
8th	Bonus feat
9th	Haste 3/day
10th	Spellfire burst 1/day

CLASS FEATURES

All of the following are class features of the spellfire hierophant prestige class.

Weapon and Armor Proficiency: Spellfire hierophants gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Greater Charged Item Drain **(Sp)**: A spellfire hierophant can drain a number of charges from a touched charged item (including single-use items such as potions or scrolls) and convert that energy into stored spellfire energy levels. She can drain a number of charges equal to her Charisma bonus (minimum 1), but she can't drain more charges than the item has remaining. (Each spell on a scroll counts as 1 charge.) A fully drained item has no magical properties—a potion becomes water, and a scroll becomes blank paper. A creature holding or carrying such an item may attempt a Will save (DC 20 + 1/2 spellfire hierophant level + spellfire hierophant's Cha modifier) to prevent the item from being drained.

Ranged Healing (Su): At 2nd level, the spellfire hierophant can release stored spellfire energy levels to heal at a range of up to 25 feet + 5 feet per two caster levels. Using this ability requires a successful ranged touch attack. The amount of healing is normal for the character (either 2 points per spellfire energy level expended, or 1d4+1 points per spellfire energy level expended if the character has the improved healing class feature of the spellfire channeler).

Haste (Su): Once per day, a spellfire hierophant of 3rd level or higher can expend spellfire energy levels to accelerate her actions, just as if she had cast *haste* on herself. She must decide how many levels to spend upon activation of the ability. Each spellfire energy level she spends allows her to function as though affected by a *haste* spell for 1 round, and she sparkles with light while this ability is in effect. The spellfire hierophant can use this ability twice per day at 6th level and three times per day at 9th level.

Bonus Feats: At 4th level and again at 8th level, the spellfire hierophant gains a bonus feat selected from the following list: Energy Resistance, Epic Skill Focus (Concentration), Epic Spellfire Wielder**, Epic Toughness, Epic Weapon Focus (spellfire), Exceptional Deflection*, Fast Healing, Infinite Deflection*, Reflect Arrows*. She must meet all of a feat's prerequisites in order to select it, except as noted below.

*The spellfire hierophant can ignore the prerequisite of Improved Unarmed Strike for these feats.

**New epic feat; see page 135.

Greater Permanent Item Drain **(Sp)**: At 5th level, a spellfire hierophant can drain power from permanent magic items by touch as a standard action. An item that creates a spell effect (such as *boots of speed*) loses that function for 24 hours, and the spellfire hierophant gains spellfire energy levels equal to the item's caster level. A creature holding or carrying such an item may attempt a Will save (DC 20 + 1/2 spellfire hierophant level + spellfire hierophant's Cha modifier) to prevent the item from being drained. If all of an item's permanent abilities are drained, it is still a magic item for the purpose of making saving throws when damaged, and so on.

Spellfire Reserve (Ex): At 7th level, the spellfire hierophant learns how to store spellfire energy levels in deep reserve. These energy levels don't count as part of her normal storage capacity, but they also can't be used to power spellfire effects without first calling them out of reserve. Spellfire energy levels in reserve don't detect as magical, so a spellfire hierophant's true nature cannot be determined by detecting them. Placing any number of stored spellfire energy levels in reserve requires a full-round action, as does calling any number out of reserve into normal storage capacity. The spellfire hierophant can hold a number of spellfire energy levels to her spellfire hierophant level plus her Constitution bonus (if any) in reserve.

Spellfire Burst (Su): At 10th level, the spellfire hierophant can substitute a spellfire burst for a normal spellfire blast. The range remains the same, but instead of requiring a touch attack, the spellfire energy explodes in a 5-foot-radius burst at the target point, dealing appropriate damage to all creatures in the area. Each affected creature may attempt a Reflex save (DC 20 + 1/2 spellfire hierophant level + spellfire hierophant's Cha modifier) to halve the damage. The character can substitute bursts for as many blasts as she would normally fire in a round, but she can use the ability for only 1 round per day. For every 5 levels gained thereafter, the spellfire hierophant can use this ability for 1 additional round per day (2 rounds at 15th, 3 rounds at 20th, and so on).

If the character also has the maelstrom of fire class feature of the spellfire channeler, the area of the burst is a 10-foot radius.

New Epic Feats

These feats follow all the normal rules for epic feats as described in the *Epic Level Handbook,* including the unstated prerequisite that a character must be at least 21st level to take an epic feat.

Axiomatic Strike [Epic]

Your attacks deal incredible damage to chaotic creatures.

Prerequisites: Smite anarchy class feature, any lawful alignment.

Benefit: Any weapon you wield is treated as an axiomatic weapon (lawful-aligned, deals an extra 2d6 points of damage against creatures of chaotic alignment). If the weapon already has an alignment, this feat has no effect on it.

Chosen Weapon Specialization [Epic]

You deal more damage than normal when wielding your deity's chosen weapon.

Prerequisites: War domain, Epic Prowess, Weapon Focus with deity's chosen weapon.

Benefits: You gain a +2 bonus on weapon damage rolls when wielding your deity's chosen weapon.

Divine Spell Penetration [Epic]

Choose one component of your alignment (chaotic, evil, good, or lawful). Any divine spells of that alignment that you cast are more capable of defeating spell resistance than normal.

Prerequisites: Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9th-level divine spells.

Benefits: When casting spells of the chosen alignment, you gain a +4 bonus on caster level checks made to overcome spell resistance.

Enhance Effect [Epic]

You can change the characteristics of a persistent spell effect that is already in place.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, Skill Focus (Spellcraft), metamagic effect class ability.

Benefit: You can change any variables of a persistent spell effect that is already in place (except its point of origin or the spell's center of effect) as if you were casting the spell yourself, even if you can't normally cast that spell. For example, you can change the radius of a ring-shaped *wall of fire,* but you cannot change its point of origin.

You can substitute your own caster level for the spell's original caster level if you choose. You can also shape the effect as you desire within the parameters of the spell. As with the metamagic effect ability, you must be adjacent to or within the spell effect and make a Spellcraft check—in this case against a DC equal to 30 + (3 × the spell's level).

You can use this ability and your metamagic effect ability a total number of times per day equal to 5 + your Intelligence modifier. Like metamagic effect, using this ability is a full-round action that provokes attacks of opportunity.

Epic Counterspell [Epic]

You can counterspell any number of spells each round.

Prerequisites: Spellcraft 30 ranks, Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell.

Benefit: Any number of times per round, you can counterspell an opponent's spell even if you have not readied an action to do so. Such a counterspell doesn't count against your later actions for the round. You can even use this feat when flat-footed.

Normal: Without this feat, a character must ready an action in each round that she wishes to use a counterspell. A character with the Reactive Counterspell feat can counterspell an opponent's spell if she hasn't readied an action, but only once per turn and not when flat-footed.

Special: This feat should be considered part of the epic bonus feat list for any class that grants access to spells of at least 6th level as part of normal (nonepic) class progression (such as bards, clerics, druids, sorcerers, and wizards), as well as for any prestige class that grants a "+1 level of existing class" spell progression at all levels.

Epic Devotion [Epic]

Choose an alignment component (chaotic, evil, good, or lawful) that you do not possess. You are particularly resistant to spells with that descriptor.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics with the chosen component.

Benefit: You gain a +4 divine bonus on saves against spells of the chosen alignment component. For instance, a lawful good paladin of Helm who selected chaos would gain a +4 divine bonus on saves against chaotic spells. That paladin could not select good or law because they are part of her own alignment. She also could not select evil because Helm accepts evil clerics.

Special: You can take Epic Devotion more than once. Each time you take the feat, you must select a new alignment component.

Epic Spellfire Wielder [Epic]

Your can store more spellfire energy levels than normal.

Prerequisites: Concentration 20 ranks, Endurance, Spellfire Wielder.

Benefit: For the purpose of determining your limit of stored spellfire energy levels, treat your Constitution score as if it were 4 points higher than it is.

Normal: Without this feat, a spellfire wielder's limit of stored spellfire energy levels is equal to her Constitution score.

Special: You can select Epic Spellfire Wielder multiple times. Each time you take this feat, your limit of stored spellfire energy levels increases by 4.

Improved Cooperative Metamagic [Epic]

Your ability to enhance an ally's spell during casting is expanded.

Prerequisites: Spellcraft 30 ranks, Silent Spell, Still Spell, Quicken Spell, cooperative metamagic class feature.

Benefit: You can use your cooperative metamagic ability to apply the Silent Spell, Still Spell, or Quicken Spell feats to your ally's spell. If you apply the Quicken Spell feat to the spell, both your action and the caster's are free actions. You must still ready an action to use this ability when your ally begins casting, but you can ready a different standard action as well.

In addition, you can use your cooperative metamagic ability an extra two times per day.

Normal: Without this feat, a character cannot use cooperative metamagic to apply the Silent Spell, Still Spell, or Quicken Spell feats to an ally's spell.

Improved Snatch Spell [Epic]

When you take over a spell from another spellcaster, you gain more control over its effect.

Prerequisites: Knowledge (arcana) 40 ranks, Spellcraft 40 ranks, Epic Skill Focus (Spellcraft), snatch spell class ability.

Benefit: When you use your seize concentration or snatch spell ability, you can enhance and control the spell's effect as though you had cast it yourself. You can substitute your own caster level for the original caster level if you wish, and you can change any other variables determined by the original caster.

Improved Spellpool Access [Epic]

You can use your spellpool access to call spells of greater than normal power.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.

Benefit: The chance of a desired spell being available in the spellpool in any given 24-hour period is equal to 90% minus 5% per spell level (minimum 5% for spells of 17th level or higher).

Normal: The chance of a spell being available is equal to 65% minus 5% per spell level (minimum 5% for spells of 12th level or higher).

Special: This feat should be considered part of the epic bonus feat list for any class that grants its members spellpool access.

Inscribe Epic Rune [Epic]

You can inscribe runes of epic power.

Prerequisites: Int 19, Craft (any appropriate for runecasting) 24 ranks, Inscribe Rune.

Benefit: You can inscribe runes that exceed the normal limits (see Runecaster prestige class). For instance, you could inscribe a rune with a spell greater than 9th level, or a rune with a caster level greater than 20th.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*). Such magic defies the power of the written word and thus cannot be scribed into runic form.

New Epic Spells

These new epic spells include some of the vast and powerful repertoire of the archmages of Netheril and the high mages of the elves. A few spells that are more generally useful for epic spellcasters in Faerûn are included as well.

Epic Spells

Gift of Alliance: Summons any type of creatures with up to 12 HD per 10 minutes of casting to fight for you.

Glorious Light of Renewal: Restores up to five dead creatures to life.

Horrible Army of the Dead: Slays up to 80 HD of creatures and animates them as skeletons.

Proctiv's Move Mountain: Shears off a mountaintop and inverts and levitates it.

Song of Enevahr: Your singing grants +3 morale bonus on Will saves for allies and –2 on attack rolls, checks, and saves for enemies.

Starshine upon the People: Cures all creatures in 40-ft.-radius spread of disease, blindness, deafness, hit point damage, ability damage, poison, feeblemindedness, mental disorders, and magical ability penalties, grants a +1 morale bonus on attack rolls.

Tolodine's Killing Wind: Cloud deals 20d6 points of acid damage.

Gift of Alliance

Conjuration (Summoning) (Elven High Magic)
Spellcraft DC: 80
Components: V, S, XP
Casting Time: 10 minutes or more; see text
Range: 75 ft.
Effect: One or more summoned creatures; see text
Duration: Permanent (D)
Saving Throw: Will negates
Spell Resistance: Yes
Development: 720,000 gp; 15 days; 28,800 XP. Seed: *summon* (DC 14). Factors: Make permanent (×5 DC), any creature type (ad hoc +40 DC), CR 25 (+46 DC). Mitigating factors: Increase casting time by 9 minutes (–18 DC), burn 6,600 XP (–66 DC).

You summon one or more creatures of any creature type to your aid, usually in the defense of an elf realm. The creatures come from the surrounding area and are of a kind appropriate to the terrain and specific location. For every 10 minutes you spend casting the spell, you can summon creatures with up to a total of 12 Hit Dice. Thus, if you cast for 1 hour, you could summon six astral devas (12-HD creatures) or two bronze wyrms (36-HD creatures). No single creature can have a Challenge Rating higher than 25.

XP Cost: 6,600 XP per 10 minutes of casting time.

Glorious Light of Renewal

Conjuration (Healing)
Spellcraft DC: 80
Components: V, S, DF
Casting Time: 1 minute
Range: 100 ft.
Target: Up to five dead creatures
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)
Development: 720,000 gp; 15 days; 28,800 XP. Seed: *life* (DC 27). Factors: Change from touch to target (+4 DC), change from target to area (+10 DC), increase range by 400% (+8 DC), add four extra targets (+40 DC). Mitigating factor: Backlash 9d6 (–9 DC).

Up to five dead creatures are restored to life and complete vigor so long as any portion of each creature's body remains. The targets can have been dead for no longer than two hundred years.

The vast amount of positive energy channeled by this spell deals 9d6 points of damage in backlash to the caster.

Horrible Army of the Dead

Necromancy [Death, Evil]
Spellcraft DC: 112
Components: V, S, XP
Casting Time: 1 full round
Range: 300 ft.
Area: 300-ft. radius
Target: One or more living creatures
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
Development: 1,008,000 gp; 21days; 40,320 XP. Seeds: *animate dead* (DC 23), *slay* (DC 25). Factors: Reduce casting time by 9 rounds (+18 DC), create additional 60 HD of undead (+60 DC), create skeletons (–12 DC). Mitigating factor: Burn 1,000 XP (–10 DC).

All living creatures within the area (to a maximum of 80 HD) wither and die, their flesh falling to dust in seconds. The next round, these creatures rise as skeletons. You can control 1 HD of undead per caster level; any undead beyond this number are uncontrolled. (Since you're probably creating them out of the middle of your enemy's army, however, they're likely to cause plenty of chaos on their own.) No single creature with more than 10 HD can be affected by this spell.

XP Cost: 1,000 XP.

Proctiv's Move Mountain

Transmutation (Netherese)
Spellcraft DC: 280
Components: V, S, XP
Casting Time: 1 day
Range: 1 mile
Target: Mountain (rough cone of earth 1 mile tall and 1 mile in radius at the base)
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Development: 2,520,000 gp; 51 days; 100,800 XP. Seeds: *transform* (DC 21), *transport* (to move mountain into the air, DC 27). Factors: Increase range (+34 DC), hardness of stone (+4 DC), make *transport* permanent (×5 DC), increase mass of *transport* (ad hoc +40 DC). Mitigating factors: Increase casting time (–20 DC), burn 5,000 XP (–50 DC).

You shear off the top of a mountain, levitate it into the air, and invert it, creating a floating mass of earth with a smooth surface suitable for construction. The ancient archwizards of Netheril used this spell to create their famous floating enclaves. You control the movement, both vertical and horizontal, of the floating mountain.

XP Cost: 5,000 XP.

song of Enevahr

Enchantment (Compulsion) [Mind-Affecting]
Spellcraft DC: 39
Components: V, S
Casting Time: 1 standard action
Range: 300 ft.
Area: All creatures within 300 ft.
Duration: 20 minutes
Saving Throw: Will negates
Spell Resistance: Yes
Development: 351,000 gp; 8 days; 14,040 XP. Seeds: *afflict* enemies (DC 14), *fortify* allies (DC 23). Factors: Reduce casting time to 1 standard action (+20 DC), change from target to 20-ft.-radius area (+10 DC), increase area by 1500% (+60 DC), *fortify* allies with +3 morale bonus (+12 DC). Mitigating factors: Burn 10,000 XP (–100 DC).

By singing in the midst of battle, you inspire courage in your allies and fear in your foes. Every ally within the area of the spell gains a +3 morale bonus on Will saving throws, and every enemy takes a –2 penalty on attack rolls, checks, and saving throws.

starshine upon the people

Conjuration [Healing] (Elven High Magic)
Spellcraft DC: 44
Components: V, S
Casting Time: 1 minute
Range: 40 ft.
Area: All creatures within a 40-ft.-radius spread, centered on you
Duration: Instantaneous and 20 hours; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Development: 396,000 gp; 8 days; 15,840 XP. Seeds: *heal* (DC 25), *fortify* (DC 23). Factors: Change target to 20-ft.-radius area (+10 DC), increase area by 100% (+4 DC). Mitigating factors: Increase casting time by 9 minutes (–18 DC).

You lead a number of your allies in a ritual of chant and dance that cleanses the participants both physically and spiritually. A shower of glittering stardust descends over the area, settling upon the participants and channeling positive energy to heal and empower them. The starshine removes all dirt and grime from creatures and equipment in the spell's area. It also cures all diseases, blindness, deafness, hit point damage, and temporary ability damage that afflicts the subjects, and it offsets feeblemindedness and cures mental disorders caused by spells or injuries to the brain. Furthermore, it neutralizes poisons in the subjects' systems so that they suffer no additional damage or ill effects from those toxins. In addition, it dispels all magical effects penalizing the subjects' abilities—even effects caused by epic spells developed with the *afflict* seed.

Once the ritual is complete, a blessing settles upon all participants, granting each a +1 morale bonus on attack rolls for the next 20 hours.

Tolodine's Killing Wind

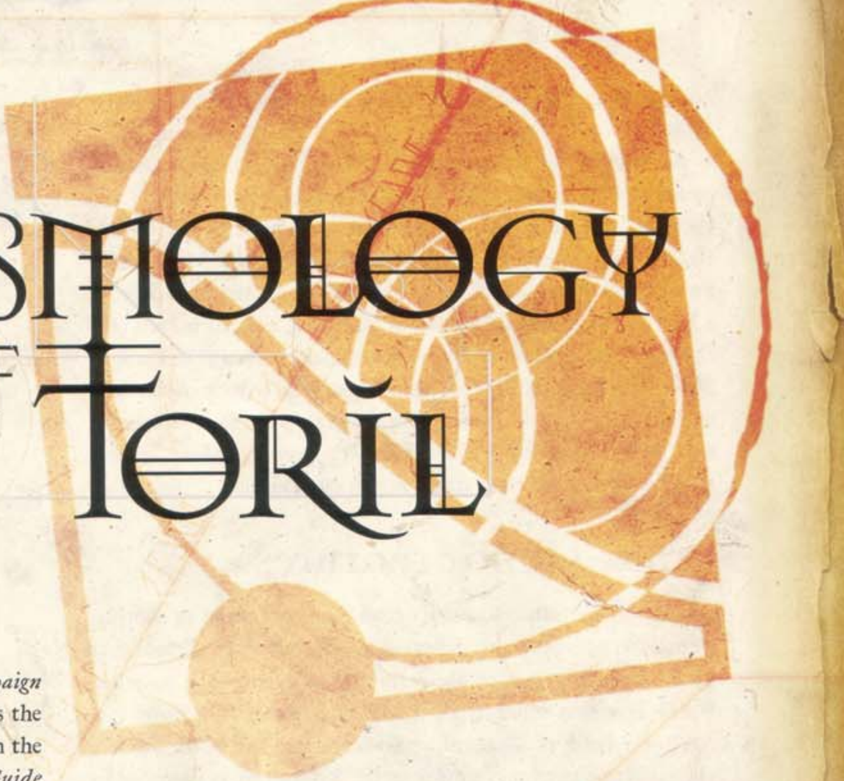
Evocation [Acid] (Netherese)
Spellcraft DC: 70
Components: V, XP
Casting Time: 1 round
Range: 1,000 ft.
Effect: Cloud of acidic fog, up to 100 10-ft. cubes (S)
Duration: 20 hours (D)
Saving Throw: Reflex half
Spell Resistance: Yes
Development: 630,000 gp; 13 days; 25,200 XP. Seed: *energy* (DC 19). Factors: Increase damage by 18d6 (+36 DC), range 400% (+8 DC), change area to cubes (+2 DC), increase area 2,500% (+100 DC), dismissible (+2 DC), increase DC on the fly (ad hoc +3). Mitigating factors: Burn 10,000 XP (–100 DC).

You create a cloud of billowing acidic vapors that blow at high speed from you through the area you designate. These vapors deal 20d6 points of acid damage to each creature caught within them. You can reshape the area as a standard action each round during the spell's duration if you so desire.

As a special feature of this spell, you can increase the saving throw DC at the time of casting by sacrificing more XP. For every 1,000 XP you sacrifice beyond the 10,000 XP required to cast the spell, the saving throw DC increases by 5.

XP Cost: 10,000 XP or more.

The Cosmology of Toril



As indicated in the *Forgotten Realms Campaign Setting*, the planar cosmology that includes the world of Toril is different and separate from the standard D&D cosmology described in the *Dungeon Master's Guide* and *Manual of the Planes*. While the D&D cosmology is easily compared to a great wheel, Toril's planes are arranged more like a tree with many branches.

The Material Plane, the Plane of Shadow, and the Ethereal Plane, which are coexistent with each other, form the trunk of this tree. Its branches are the Inner Planes (the elemental and energy planes) and the Outer Planes. Almost every outer-planar branch has smaller branches of its own, which are the divine realms of the deities dwelling there. These realms are almost like distinct demiplanes.

In the D&D cosmology, the Astral Plane surrounds all the other planes in a shapeless cloud, allowing astral travel directly from one plane to any other. But Toril's Astral Plane shares the treelike shape of the cosmology as a whole. Because of this arrangement, it is difficult (though not completely impossible) to jump from branch to branch of the tree—that is, to cross directly from one Inner Plane or Outer Plane to another. (See Traveling the Planes, below, for more information.) It is more natural—and far safer—to travel between the Inner Planes or Outer Planes by way of the trunk (the Material Plane). As part of its ability to alter the nature of its realm, a deity can forge a direct connection to any other deity's realm, so long as both deities agree. Apart from divine influence, however, such direct connections are impossible.

Three of the planes in Toril's cosmology stand out as unusual: the Abyss, the Nine Hells, and Blood Rift. None of these planes are home to any deities (although some refer to the archfiends who reside there as deities, or at least near-deities), and the three planes are coterminous to each other. In effect, these fiendish planes form one unusual branch of the planar cosmology—the site of an eternal war raging between the native creatures of the Nine Hells and the Abyss, namely devils and demons, respectively. The yugoloth natives of Blood Rift serve as mercenaries in the eternal war while pursuing their own mysterious ends.

The *Dungeon Master's Guide* provides enough information about planar travel to allow you to use this section in a Forgotten Realms campaign. *Manual of the Planes,* however, includes considerable plane-related material, from spells and prestige classes to monsters, that can enhance adventures among the planes of Toril. This chapter provides additional Toril-related information that will aid you in using the material from *Manual of the Planes*.

Traveling the planes

Toril's unique Astral Plane makes planar travel simultaneously simpler and more complicated. Getting from the Material Plane to another plane is simple enough, and the process works exactly the way it does in the standard D&D cosmology. A character need only cast the appropriate spell (*plane shift* or *astral projection*) to get onto the Astral Plane, follow it to a color pool leading to the desired plane, then pass through that pool to the destination plane. The only difference is that once a character heads out toward a given plane, only color pools leading to that one plane appear on her path. This effect is similar to a channeled Astral Plane, as described in *Manual of the Planes*. Once a character has set out toward a certain plane, she cannot change her mind, backtrack, and then set out toward a different one. To alter her course, she must actually reenter the Material Plane, then set out astrally for a different plane.

Travel from one Outer Plane to another is slightly more complicated. Normal astral travel cannot take a character directly from one plane to another except by way of the Material Plane. A character or monster can use *plane shift* to move directly from the Material Plane to any other plane or vice versa, but not from one Inner Plane or Outer Plane to a different Inner Plane or Outer Plane.

As described in *Manual of the Planes,* the Plane of Shadow constitutes the primary link between Toril's planar cosmology and those of other worlds. The Plane of Shadow connects Toril's Material Plane with those of other worlds, including the default world for the D&D core books—the World of Greyhawk. Naturally, in a land as full of magical *portals* as Faerûn is, unusual portals that connect to other Material Planes via conduits through the Plane of Shadow almost certainly exist. Some sages point to such connections as the source of spells named after the great wizards of Greyhawk, such as *Otto's irresistible dance, Otiluke's freezing sphere, Tenser's transformation,* and the various *Bigby's hand* spells.

Cross-Planar Features

Certain planar features actually cross from one plane to another, forming a connection that defies the treelike structure of the Astral Plane. Ironically, one of these features is a tree—the so-called World Tree that connects all the celestial planes. The other is a river—the River of Blood, which flows among most of the fiendish planes. This waterway is similar to the River Styx, as described in *Manual of the Planes.*

The World Tree

This cosmic "tree" connects many celestial branches of the astral tree. From its roots in Arvandor and Dwarfhome, the World Tree rises through all the celestial planes to the very Gates of the Moon. Brightwater, Golden Hills, and the House of Knowledge are connected to the World Tree's trunk, while its lower-lying branches extend into Dweomerheart, the House of the Triad, and Green Fields. Brave planar travelers can use the World Tree to travel among the celestial planes without passing through the Material Plane, as the angel servitors of good deities are thought to do. But this path is dangerous, since the tree is sentient and apparently dislikes being used as a planar ladder. Would-be travelers have encountered celestial treants and dryads bent on blocking their path, but even these guardians have been known to let travelers pass for good reasons.

The River of Blood

A vast and fetid river flows through most of the fiendish planes, providing a connection similar to the one that the World Tree provides for the celestial planes. Its spring is said to lie somewhere in the Abyss, and it flows most strongly through that plane, Blood Rift, and the Nine Hells. It also winds through the Barrens of Doom and Despair, Clangor, Fury's Heart, Hammergrim, and Nishrek before spilling into the murky waters of Fated Depths. Of the fiendish planes, only the Supreme Throne and the Demonweb Pits are untouched by the River of Blood. As with the World Tree, canny travelers can use the River of Blood to get from one fiendish plane to another, but the dangers are great. All sorts of fiends swim in the river or lurk near its banks in hopes of snaring unwary travelers, and some even pilot small craft on the river's viscous surface. Any mortal who falls into or swims in the River of Blood loses all memory.

Random Planar Destinations

The following table serves the same function as Table 5–7 in the *Dungeon Master's Guide.*

Table 6–1: Random Planar Destinations

d%	Plane
01	Cynosure
02–03	The Fugue Plane
Celestial Outer Planes	
04–06	Arvandor
07–10	Brightwater
11–13	Dwarfhome
14–16	Dweomerheart
17–20	The Gates of the Moon
21–23	Golden Hills
24–26	Green Fields
27–30	The House of Knowledge
31–34	The House of the Triad
Fiendish Outer Planes	
35–36	The Abyss
37–40	The Barrens of Doom and Despair
41–42	Blood Rift
43–45	Clangor
46–48	Deep Caverns
49–52	The Demonweb Pits
53–55	Fated Depths
56–59	Fury's Heart
60–62	Hammergrim
63–64	The Nine Hells
65–67	Nishrek
68–70	The Supreme Throne
Neutral Outer Planes	
71–73	Dragon Eyrie
74–77	Heliopolis
78–81	The House of Nature
82–85	Jotunheim
86–88	Warrior's Rest
Inner Planes	
89–90	Elemental Plane of Air
91–92	Elemental Plane of Earth
93–94	Elemental Plane of Fire
95–96	Elemental Plane of Water
97–98	Positive Energy Plane
99–100	Negative Energy Plane

Planar Traits

While the planes of the standard D&D cosmology are identified primarily by alignment, Toril's Outer Planes are identified solely by the deities who call them home. Each plane is the demesne of a small group of deities, a racial pantheon, or—in one case—a single

Realms Cosmology

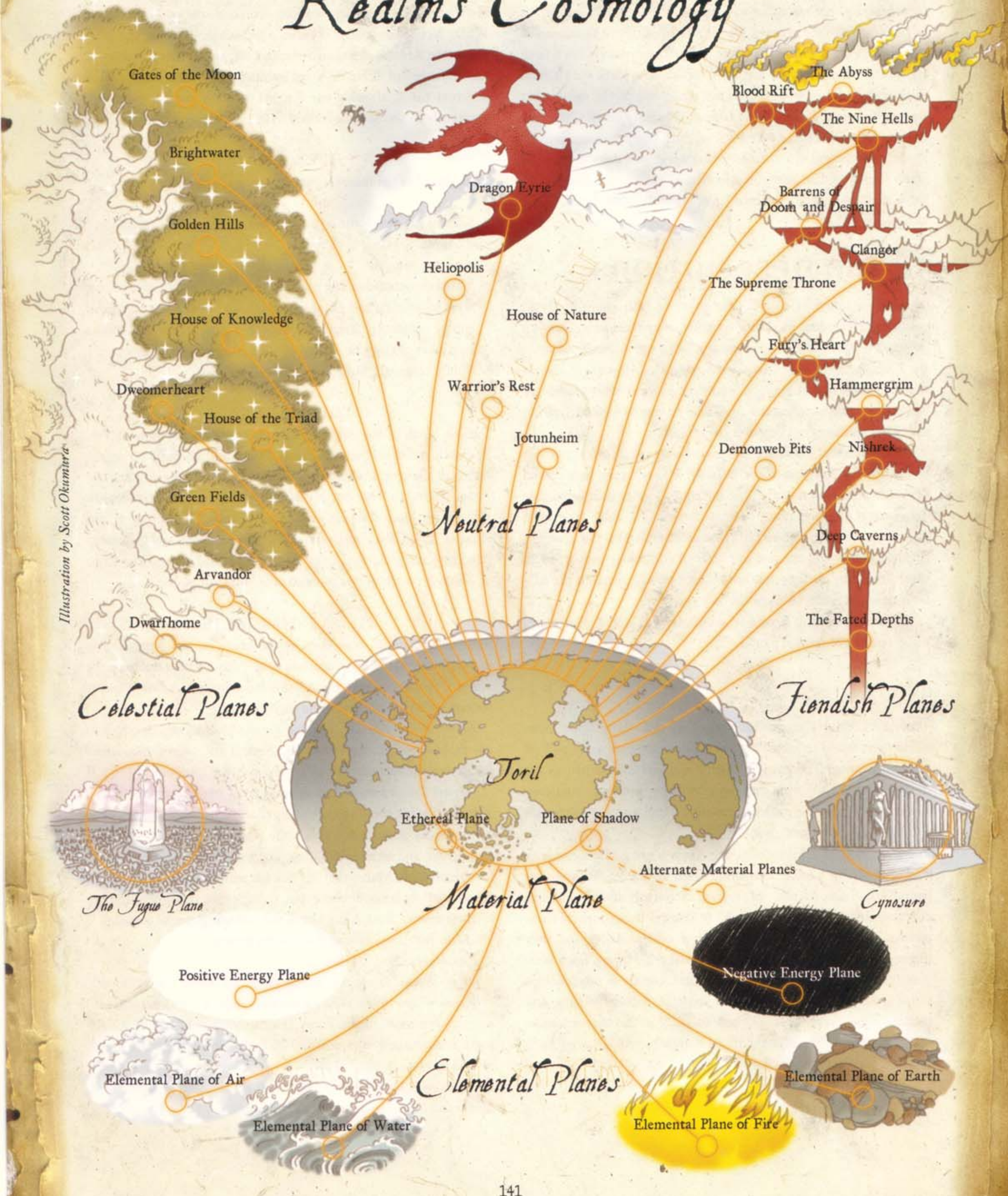

Gates of the Moon
Brightwater
Golden Hills
House of Knowledge
Dweomerheart
House of the Triad
Green Fields
Arvandor
Dwarfhome
Celestial Planes
Dragon Eyrie
Heliopolis
House of Nature
Warrior's Rest
Jotunheim
Neutral Planes
Blood Rift
The Abyss
The Nine Hells
Barrens of Doom and Despair
Clangor
The Supreme Throne
Fury's Heart
Hammergrim
Demonweb Pits
Nishrek
Deep Caverns
The Fated Depths
Fiendish Planes
Toril
Ethereal Plane
Plane of Shadow
Alternate Material Planes
Material Plane
The Fugue Plane
Cynosure
Positive Energy Plane
Negative Energy Plane
Elemental Plane of Air
Elemental Plane of Water
Elemental Planes
Elemental Plane of Fire
Elemental Plane of Earth

Illustration by Scott Okumura

deity. A plane's alignment traits, if any, derive from the deities who live there, and not the other way around.

In addition to the types of planar traits detailed in the *Dungeon Master's Guide,* nearly every plane in Toril's cosmology has a faith trait, often in place of an alignment trait. On a plane with a mild faith trait, any visitor who does not claim one of the deities that lives on the plane as her patron takes a –2 penalty on all Charisma-based checks. On a plane with a strong faith trait, the same penalty applies. Furthermore, a character who worships a deity opposed to the residents of the plane (as specified in the plane's description) takes the same penalty on Intelligence- and Wisdom-based checks as well.

plane descriptions

This section provides a brief description of each plane in Toril's cosmology, including its planar traits (as described in the *Dungeon Master's Guide*) and a list of creatures from the *Monster Manual,* the *FORGOTTEN REALMS Campaign Setting,* and *Monsters of Faerûn* that are native to that plane. A few monsters from other sources are included in some entries as well. These are noted separately from the other monsters in their own paragraphs.

Toril's Ethereal Plane and its Inner Planes are identical to those detailed in the *Dungeon Master's Guide,* so they do not have entries here. Likewise, the Astral Plane differs primarily in its shape, as described at the beginning of this chapter. The only functional difference between the Astral Plane as described in the *Dungeon Master's Guide* and the one in the Toril cosmology is that direct travel from one plane to another without passing through the Material Plane is not possible in the latter version.

The elemental lords Grumbar, Akadi, Istishia, and Kossuth have realms on the elemental planes.

The Abyss

The Abyss features an endless variety of evil—layer upon layer, world upon world in which the very air, earth, and water reek of toxic corruption. The home of Toril's demons is as varied as the demons themselves, with each layer offering a unique landscape apparently designed to inflict as much pain and torment as possible on those who pass through it.

Unlike most of Toril's planes, the Abyss is not a single common area with divine realms branching from it. Rather, it is an apparently infinite number of layers, each with its own unique characteristics. No central "trunk" or neutral area connects these realms. Travelers might enter any layer of the Abyss, and they might encounter portals there to any of the other layers. Each layer is coterminous to some number of others, but these relationships seem to change continually, like a mass of bubbles settling and shifting around each other. The only constant in this chaotic jumble is the presence of the adjacent Blood Rift, where the demons fight their mortal enemies, the devils.

The proximity of Blood Rift to both the Abyss and the Nine Hells allows the demons to make unceasing war upon the devils. While Blood Rift always touches a particular layer of the Nine Hells (the first layer, called Avernus), the ever-shifting nature of the Abyss brings different layers into proximity with Blood Rift at different times, allowing the demons to bring new forces to bear constantly in the so-called Blood War.

ABYSS TRAITS

The Abyss has the following traits.

- Normal gravity. Some layers of the Abyss feature different gravity traits.
- Alterable morphic.
- Mixed elemental and energy traits. These traits vary widely from layer to layer. In the Abyss as a whole, no one element or type of energy constantly dominates, though a given layer may have a dominant element or energy, or a mixture of two or more.
- Mildly chaos-aligned and mildly evil-aligned.

ABYSS LINKS

Various layers of the Abyss include *portals* to the Demonweb Pits, Beshaba's realm in the Barrens of Doom and Despair, Hruggek's realm in Clangor, the realm of Urdlen in Hammergrim, and the Fugue Plane. In addition, *portals* frequently open to connect the Abyss with Deep Caverns and Fated Depths. The spring of the River of Blood is said to lie somewhere in the Abyss, and tributaries flow from many Abyssal layers to feed its putrid waters. The River of Blood links the Abyss to most other fiendish planes.

ABYSS INHABITANTS

First and foremost, the Abyss is the home of the demons. Any demon from the *Monster Manual* or any other source dwells in the Abyss. Other denizens of the Abyss detailed in the *Monster Manual* include bodaks, night hags, and nightmares.

Fiend Folio: Abrian, Abyssal ghoul, bloodthorn, demonflesh golem, ironmaw, living holocaust, Abyssal ant swarm, bloodfiend locust swarm, varrangoins (all), vorr, vultivor (canomorph).

Abyssal Petitioners: When demons steal souls from the Fugue Plane and bring them to the Abyss, those souls become petitioners called manes. A mane has pale white skin, cruel claws, sharp teeth, sparse hair, and white eyes. Often, maggots visibly squirm through its bloated flesh. Manes that survive for many years are sometimes "promoted" to lesser demon types, though they retain no memory of their former lives. Manes have the following special qualities.

Additional Immunities: Electricity, poison.

Resistances: Acid 10, fire 10.

Other Special Qualities: Acidic vapor, no planar commitment.

Acidic Vapor (Su): When a mane is slain, it discorporates into a cloud of noxious vapor. Every creature within 10 feet of a slain mane must make a successful DC 20 Reflex save or take 1d6 points of acid damage.

No Planar Commitment (Ex): Unlike most other petitioners, manes can leave the plane they call home.

FEATURES OF THE ABYSS

Use the Random Abyssal Layers table on page 161 of the *Dungeon Master's Guide* to generate the characteristics of any Abyssal layer.

The Abyss has no divine realms, and no true deities make their homes there. However, a great many demon princes—probably as many as there are layers of the Abyss—vie for power and territory on this plane. Prominent demon princes include Demogorgon, Eltab, Yeenoghu, Orcus, Graz'zt, Baphomet, and Kostchtchie, most of whom are described in *Book of Vile Darkness.*

Arvandor

The home of the Seldarine (the elven pantheon) is a place of lush natural beauty—verdant forests, towering mountains, crystal streams, azure lakes, and a deep green sea. Each of the various deities of the elven pantheon has its own realm within this scenic landscape, but these deific realms flow seamlessly into one another, with no clearly defined borders and no barriers.

ARVANDOR TRAITS

Arvandor has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly good-aligned and mildly chaos-aligned.
- Mild faith (elven pantheon and Eilistraee). Eilistraee's realm has the strong faith trait, so followers of the other deities from the drow pantheon take greater penalties there.

ARVANDOR LINKS

Hanali Celanil maintains a *portal* to Sune's realm in Brightwater, and Erevan Ilesere maintains one that leads to the realm of Hlal in Dragon Eyrie. A *portal* to the House of Nature, maintained by the whole pantheon, stands at the shore of the Sparkling Sea. The eladrins have a *portal* to the Gates of the Moon as well.

ARVANDOR INHABITANTS

The celestial realms of Arvandor and the Gates of the Moon are the only two planes where the elflike eladrins dwell in significant numbers. The eladrins of Arvandor are not servants of the elven pantheon, though they respect the elf deities and generally cooperate with them in everyday matters as well as urgent ones. But when the elf deities require powerful servants to travel to other planes, they usually call upon angels rather than eladrins, so all varieties of angels dwell here as well.

Arvandor Petitioners: The petitioners of Arvandor—even those few who were not elves in their mortal lives—all appear as handsome elves here. These petitioners have even more of a fey look about them than elves from the Material Plane do, since their elven features are slightly exaggerated. These petitioners spend their days feasting on Arvandor's bounty and communing with its unblemished nature. Arvandor's petitioners have the following special qualities.

Additional Immunities: Electricity, poison.

Resistances: Cold 10, fire 10.

Other Special Qualities: Damage reduction 5/cold iron, elf traits (as described in the *Monster Manual*).

FEATURES OF ARVANDOR

Arvandor is a vast, apparently infinite expanse of pristine wilderness stretching from a boundless ocean to a range of snow-capped mountains. While each deity of the elven pantheon has carved out a personal realm from this wilderness, most of the plane is actually held in common by the pantheon as a whole and shared with the eladrins.

Aerdrie Faenya: This goddess's realm, called the Aerie, is a glittering palace of clouds floating high in the otherwise crystal-clear skies above the forests and mountains of Arvandor. Celestial eagles and rocs share this realm with elf and avariel petitioners, celestial elves, and angels.

Corellon Larethian/Sehanine Moonbow: Metaphorically if not literally at the center of Arvandor is the great palace called Crescent Grove, the home of Corellon Larethian and Sehanine Moonbow. A perfect union of nature and artistry, Crescent Grove unites white marble pillars and walkways with towering, white-barked trees. A tall tower at its heart, called the Overlook, offers a breathtaking view of the whole plane. The plane's residents come to Corellon's palace when they want to be alone in quiet contemplation. Here visitors can take in the majesty of the view from the Overlook, walk among the pillars and trees, or simply bask in the reflected glory of Corellon's and Sehanine's presence here.

Deep Sashelas: The Dolphin Prince lives in the shallow green ocean of Arvandor, which is called the Sparkling Sea. Celestial dolphins and whales, great schools of fish, and tritons swim alongside the sea elf petitioners of this plane. Deep Sashelas dwells in a palace built of coral, gold, and veined marble. Called Elavandor, this magnificent edifice is located at the bottom of a chasm in the Sparkling Sea.

Eilistraee: Eilistraee makes her home in Arvandor with her cousins of the Seldarine. Her realm here is small, since some of her divine energy is bound up with her near-abandoned realm in the Demonweb Pits. Within the borders of Eilistraee's realm, it is always night, and a full moon shines brightly in the midnight-blue sky.

Erevan Ilesere: One of the vast roots of the World Tree lies in Arvandor, stretching up from its fertile soil to link with the celestial planes in its great trunk. A community of celestial elves lives near the great root in a village called the Gnarl. Near this village, Erevan Ilesere maintains a sprawling, shifting palace made of wood, stone, crystal, and a variety of other natural materials. But the god rarely visits his own realm, preferring instead to wander the planes making mischief and playing pranks. His palace is well guarded in his absence by perhaps the greatest collection of traps and tricks anywhere on the planes.

Fenmarel Mestarine/Shevarash: Nestled in the rough mountains of Arvandor is Fennimar, the realm of the Lone Wolf. This quiet glade of deserted woods, quiet valleys, and clear streams is a perfect place for those who seek solitude and refuge. Hermits and celestial animals, plus a small contingent of rangers who serve Fenmarel, are the only inhabitants of the realm aside from its divine ruler.

The god Shevarash, who has no established realm of his own, often stays here in solitude as well.

Hanali Celanil: At the center of a lake called Evergold stands Hanali Celanil's Crystal Palace, a beautiful structure of perfect design and flawless material. A single candle placed properly within the palace can illuminate the entire structure. The heart of the Crystal Palace is a fountain, also called Evergold, which is said to be the source of youth and beauty. This fountain actually exists on two planes simultaneously—here and in Sune's domain on Brightwater. By virtue of its dual-planar existence, the fountain acts as a *portal* between the two realms, though usually only Hanali Celanil, Sune, Sharess, and their servants can use it.

Labelas Enoreth: One of Arvandor's more mysterious features is the Vanishing Tower, which is said to be the realm of Labelas Enoreth. Most of the time, the tower cannot be seen—perhaps it is simply invisible, but more likely it exists in some demiplane or pocket dimension. When it manifests, it can appear anywhere in Arvandor except within another deity's realm. Its arrival is often considered an omen of portentous events, if not a harbinger of trouble.

Rillifane Rallathil: Among the wild woods of Arvandor is a stand of enormous and ancient oak trees called Oak Grove. This is the realm of Rillifane Rallathil, though no structure or marking indicates its borders. The god of the wood elves dwells in total harmony with the oaks, imposing no craft of any sort on their natural perfection.

Solonor Thelandira: In the thickest part of Arvandor's woods, a magnificent white tree with silver leaves towers above even the surrounding redwoods. The Pale Tree, as it is called, is the realm of Solonor Thelandira, though he travels widely and never stays long in his home. Platforms and ropes have been built unobtrusively among the branches of the Pale Tree to provide homes for the petitioners and others who choose to dwell in the Great Archer's realm.

The Barrens of Doom and Despair

On a plane such as the Abyss, the environment itself seems to conspire against life. The Barrens of Doom and Despair are not so much hostile as simply inhospitable—the place is so bleak that life could never thrive there. The plane consists of vast expanses of black sand, great plains of featureless granite, and bleak canyons ringed by sheer cliffs of knife-sharp obsidian. Except for the River of Blood, no water even trickles through its wastes, and no sun shines despite the oppressive heat. No plants grow, and nothing wholesome lives here. Black clouds cloak a glowering red sky, swathing the land in darkness.

BARRENS OF DOOM AND DESPAIR TRAITS

The Barrens of Doom and Despair have the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly evil-aligned.
- Mild faith.

BARRENS OF DOOM AND DESPAIR LINKS

Portals connect the Barrens of Doom and Despair with Hammergrim, allowing the achaierai to raid that plane periodically. Blood Rift regularly intersects with the Barrens of Doom and Despair, periodically allowing the Blood War of the demons and devils to spill out into its wastes. The demons and devils don't seem to mind the wasteland of the Barrens, and many of them remain here even after the war has moved on. The deities of the Barrens, for their part, seem to find some amusement in the Blood War and its participants, so they leave the combatants alone unless their battle strays too near. The divine realms are scattered widely across the Barrens, leaving plenty of empty space for the fiends to explore.

The River of Blood flows through the Barrens of Doom and Despair, providing one of its only notable landmarks. Travelers who use this waterway to reach other fiendish planes are in for a very long journey because its brackish waters flow slowly, wind across a nearly infinite distance, and are inhabited by many dangerous creatures.

Beshaba's Realm, the Blood Tor, contains a permanent *portal* to the Abyss.

BARRENS OF DOOM AND DESPAIR INHABITANTS

As befits the name, the Barrens of Doom and Despair are home to some of the most loathsome creatures in the planes. In addition to demons, devils, and yugoloths fleeing the Blood War (and punishment for their "cowardice"), creatures such as achaierai, hell hounds, and hellwasp swarms dwell in the wasteland of the Barrens.

Monster Manual II: Bladeling, vaporighu.

Fiend Folio: Abrian, bloodthorn, bonespear, chronotyryn, gathra, haraknin (canomorph), ironmaw, living holocaust, phiuhl, steel predator, varrangoins (all), vorr, vultivor (canomorph).

Barrens of Doom and Despair Petitioners: Each malicious mortal spirit that comes to the Barrens of Doom and Despair becomes a special form of petitioner called a larva. Larvae appear as Medium worms with heads that resemble those of their mortal bodies. Larvae serve as the currency of the fiendish planes, especially among night hags, liches, demons, devils, and yugoloths. Most are used as food as to power spells, but occasionally a larva is promoted to some kind of fiend, usually a lemure or dretch. Larvae have the following special qualities.

Additional Immunities: Cold, fire.

Resistances: Acid 10, electricity 10.

Other Special Qualities: Disease, infernal wound, no planar commitment.

Disease (Ex): Any creature wounded by a larva must make a DC 17 Fortitude save after the battle or contract devil chills.

Infernal Wound (Ex): Every time a larva hits with a bite attack (its only attack form), it causes a persistent wound. Any creature so injured loses 1 additional hit point each round. The wound does not heal naturally and resists magical healing. The continuing hit point loss can be stopped by a Heal check (DC 11 + larva's Con modifier), a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a larva's bite must succeed on a caster level check against the same DC as the Heal check, or the spell has no effect. A successful level check automatically stops the continuing hit point loss and restores hit points as normal.

No Planar Commitment (Ex): Unlike most other petitioners, larvae can be removed from the Barrens of Doom and Despair. Often, they are taken elsewhere to serve as food, barter goods, or basic "soulstuff" for fiendish projects that require an esoteric component.

Features of the Barrens of Doom and Despair

As if it were Arvandor's evil reflection, the Barrens of Doom and Despair appears much like an endless wilderness expanse, except that in place of lush forests and a sparkling ocean, it has wasted deserts, arid badlands, blasted heaths, and frozen tundra. Each of the five deities living here has carved out a realm, but the vast majority of the plane is simply the Barrens. The deities do not care what happens in the lands between their realms, though they watch with amusement when the Blood War erupts there or travelers struggle to survive.

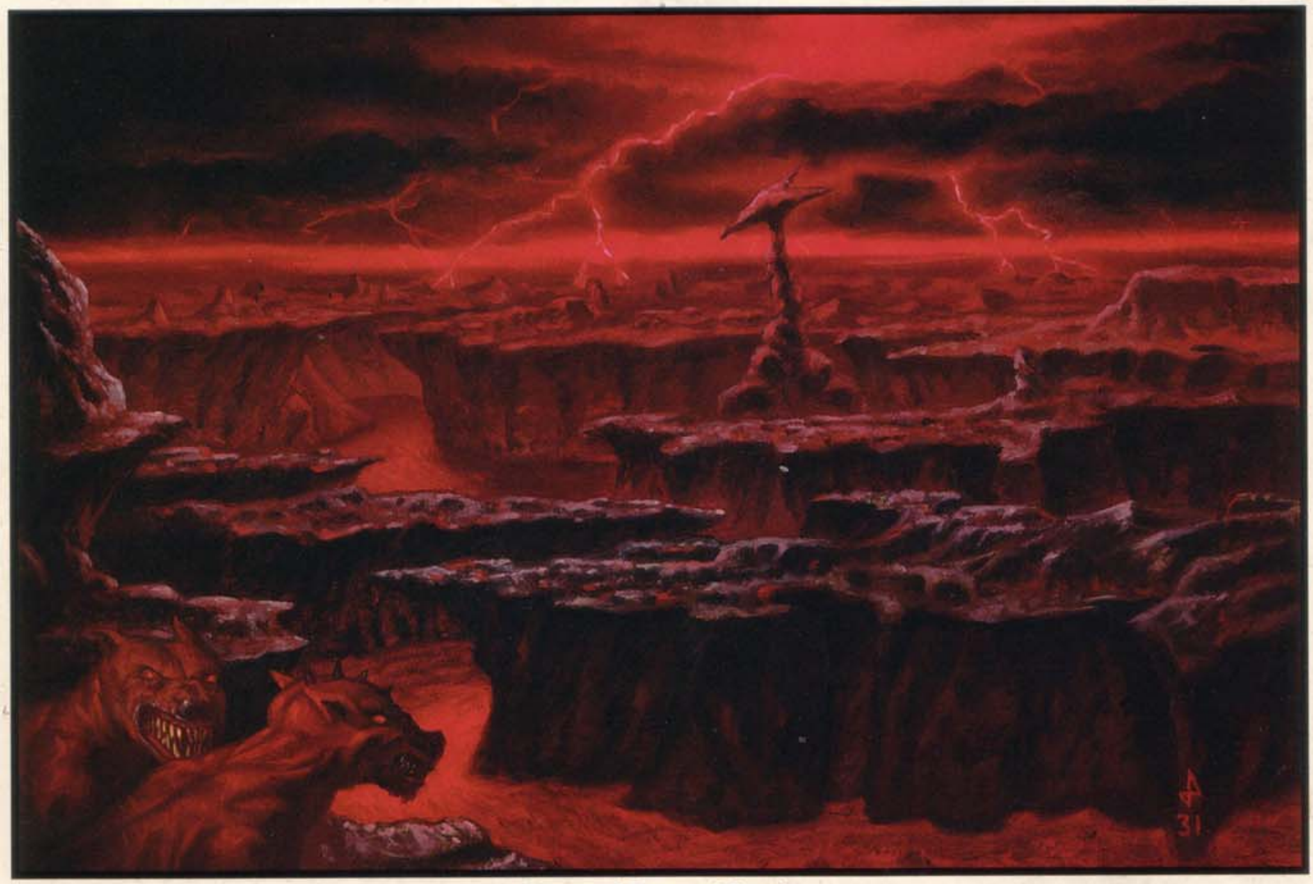
Each of the divine realms in the Barrens is marked by a grand and sinister palace at its center. At times, it seems as though the five resident deities strive to outdo each other in the horrible magnificence of their dwellings.

Bane: At once the most grand and the most horrible palace in the Barrens is Bane's fortress, the Black Bastion. A towering edifice of adamantine, obsidian, ebony, and jet, it seems to suck what little light there is out of the sky, casting a pall over the land all around it. Bane rules over his realm as an iron-fisted tyrant, seated on his throne of skulls. Nevertheless, soldiers from across the planes, particularly devils, flock to serve under his despotic rule. The purpose of all these soldiers is not quite clear, although since Bane has tried before to usurp supreme power, his plans can be easily surmised. Bane is, after all, a god of strife, so he can hardly be expected to gain any satisfaction from simply watching terrestrial conflict.

Beshaba: The Maid of Misfortune's realm, known as the Blood Tor, is marked by a rocky hill near the banks of the River of Blood. A single granite tower at the peak of the hill serves as the goddess's palace. Rivulets of blood, said to be the blood of all who have lost their lives in deadly accidents in Faerûn, flow down the side of the hill to merge with the river.

Hoar: Compared to the majestic malevolence of the Black Bastion, the Doomcourt of Hoar seems rather unimpressive. Heads mounted on pikes, each representing someone who slighted the god of vengeance, surround the palace, giving it an air of despair and horror. The structure is not built for war the way the Black Bastion is; rather, it is a coolly elegant building. The marble walls of the Doomcourt are limned with frost, and its cavernous halls amplify every footstep. Little worship comes to Hoar from Faerûn these days, and the realm seems to be shrinking in on itself.

Loviatar: The wastes grow colder and colder as one travels from Hoar's realm to Loviatar's, until snow and ice stretch as far as the eye can see and fiendish dire wolves howl, thirsty for blood. Travelers lost in this wilderness might find hope in the sight of a beautiful



Barrens of Doom and Despair

Illustration by Jim Pavelec

aurora dancing above a glittering ice palace, but no succor awaits here. This building is the Palace of Pain, the seat of Loviatar's power. Her realm is as beautiful as she is, and just as cruel. Though her palace is spectacular to the eye, its surfaces are as sharp as a wall of razors.

Talona: The Lady of Poison's home, known as the Palace of Poison Tears, is far from the realm of her rival, Loviatar. The hot and humid fen that surrounds the structure is infested with parasites and infectious agents of all varieties. Mosquitoes and biting midges swarm in the air, and every substance, from water to air, is toxic. The pyramid-shaped palace squatting in the midst of the marsh echoes Talona's triangular symbol.

Blood Rift

Named for the River of Blood that flows across the plane through a miles-deep canyon, Blood Rift is more important for its unique role among the planes than for its inhabitants. Cosmologically adjacent to both the Nine Hells and the Abyss, Blood Rift serves as the main site of the eternal conflict of the demons and devils—the Blood War.

Blood Rift is a perfect battleground for the scheming, treacherous fiends that wage the Blood War. Great barren plains alternate with rocky badlands strewn with boulders, mesas, and box canyons to form an ideal setting for ambushes and traps. The geographical similarity of Blood Rift to certain areas of the Barrens of Doom and Despair has led some to suggest that it was once a part of that plane, but was split off when the divine rulers of the Barrens tired of having a fiendish war raging at the gates of their realms. This theory might also explain Blood Rift's most distinctive feature—its ability to connect to other fiendish planes, allowing the Blood War to spill out into other evil lands from time to time.

Blood Rift Traits

Blood Rift has the following traits.

- Alterable morphic.
- Strongly evil-aligned.

Blood Rift Links

Because Blood Rift is coterminous with both the Nine Hells and the Abyss, it serves as an eternal battleground for the devils and demons that live on those planes. In addition, Blood Rift floats among the Lower Planes, becoming coterminous at different times to many of them, including the Barrens of Doom and Despair, Clangor, Deep Caverns, the Demonweb Pits, Fated Depths, Fury's Heart, Hammergrim, Nishrek, and the Supreme Throne. Whenever Blood Rift adjoins one of these planes, the Blood War spills out onto it, at least until its divine inhabitants take action to stop the carnage in their domains. The fact that the River of Blood flows strongly within Blood Rift might somehow facilitate its connections to other fiendish planes.

Blood Rift Inhabitants

The native inhabitants of Blood Rift are yugoloths. All the varieties described in *Manual of the Planes, Monster Manual II,* and *Fiend Folio* are represented here.

Fiend Folio: Slasrath.

Blood Rift Petitioners: The petitioners of Blood Rift are identical to those of the Barrens of Doom and Despair.

Features of Blood Rift

Blood Rift has no divine realms, and no deities make their homes here.

Brightwater

No less beautiful than Arvandor, Brightwater is a well-settled realm full of quaint cottages and elegant manors. While a planar traveler might spend days in Arvandor without seeing another sentient being, Brightwater is bustling with activity—all of it fun. The realm is devoted to joy, good fortune, and beauty, and this focus shines in every face and from every building.

The plane as a whole is permeated with a sense of freewheeling adventure and frolicsome activity. Brightwater is a place to take chances, to seize the day, and to live life to the fullest. Though expressions such as these might be spoken only with cynicism in Faerûn, they express the very essence of Brightwater.

Brightwater Traits

Brightwater has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly good-aligned and mildly chaos-aligned.
- Mild faith.

Brightwater Links

Sune maintains a *portal* to Hanali Celanil's realm in Arvandor, and Tymora keeps a *portal* to Green Fields. Sharess has a small realm in Heliopolis, and a *portal* links her two domains as well. Brightwater is connected to the trunk of the World Tree, and through it to all the other celestial planes.

Brightwater Inhabitants

The only outsiders native to Brightwater are the hosts of angels that serve the five goddesses dwelling here. However, all types of celestials and many other planar creatures frequent Brightwater to enjoy the plane's many and varied delights.

Fiend Folio: Bacchae.

Brightwater Petitioners: The petitioners of Brightwater, like the bacchae detailed in the *Fiend Folio,* are eternal revelers caught midway between their humanity and a purely bestial nature. At least as chaotic as they are good, these petitioners savor their eternal life to the last drop. They have the following special qualities.

Additional Immunities: Electricity, polymorph.

Resistances: Acid 10.

Other Special Qualities: Entice.

Entice (Su): A traveler within 100 feet of a mob of Brightwater's petitioners must make a Will saving throw (DC 10 + the number of petitioners within range; maximum DC 20) or join the party. While partying with the revelers, those who failed their saves drink, eat, and engage in all manner of pranks and foolery.

However, such celebrants take no sustenance, so they suffer the effects of going without food and water. This condition lasts for 101 days or until the enticed character collapses from lack of sustenance. Moving an affected character more than 100 feet from the party ends the effect on him, but he does not leave the revelers willingly.

FEATURES OF BRIGHTWATER

Like a large city on the Material Plane, Brightwater is divided into neighborhoods or wards, each the realm of a deity.

Lliira: Our Lady of Joy's realm is the Quarter of the Orange Lanterns—a place of continuous celebration where life is like one long festival. Feasts, music, dancing, drinking, and general carousing are unceasing here. During the day, petitioners picnic on the wide lawns or dance in the great halls that line the streets. At night, the quarter blossoms into a loud carnival packed with musicians, dancers, and revelers.

Sharess: Rapture, the realm of the Dancing Lady, lies between Lliira's and Sune's realms both geographically and philosophically. Rapture is the city's darkest quarter—a district filled with dark, twisting alleys and somewhat shady establishments.

Sune: The Heartfire Quarter is Sune's realm. Quieter than most places in Brightwater, this section of town is made up of small rooms and hidden courtyards, where incense and candlelight fill the night air. The Heartfire Quarter is also a place of quiet mystery, where contemplatives seeking something beyond love or physical pleasure are drawn by the secretive smile of Lady Firehair.

Tymora: The Quarter of the Great Wheel is Tymora's Realm. Gambling, racing, games of chance, and tests of luck abound here. The streets are broad and well kept, the buildings are elegant and grand, and the inhabitants are bold—and sometimes reckless.

Waukeen: The Marketplace Eternal, home of the goddess Waukeen, lies at the center of Brightwater. The only district of the plane that is dedicated to businesses other than pleasure, the Marketplace Eternal is devoted to commercial enterprise. Its streets are packed, day or night, with buyers and sellers in a clamoring throng. Commerce is an intoxicating pleasure in its own right, at least in Waukeen's realm.

Clangor

Like Blood Rift, Clangor is a battlefield. Unlike the primary site of the Blood War, however, the armies that clash on Clangor are all native to that plane. Home of the goblinoid deities Maglubiyet and Hruggek and the kobold deity Kurtulmak, Clangor rings with the sounds of endless battle. Vast armies of petitioners swell and break upon each other, fighting to bitter and bloody death, only to rise with the next red dawn to resume their endless war.

Clangor is a landscape of iron, pitted with rust in some places and carved into warrens and barracks in others. Its battlefields are dusty plains of rust under blood-red skies. The tromp of soldiers' boots combined with the screams of dying warriors and tortured prisoners produces an almost constant din.

CLANGOR TRAITS

Clangor has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly evil-aligned.
- Minor Positive-Dominant: Clangor is not a place where many things can live, but those who battle on its killing fields are suffused with positive energy. Every creature on the plane gains fast healing 2 and can even regrow lost limbs in time. Additionally, those slain in the never-ending conflicts on Clangor's battlefields rise each sunset fully healed and ready to fight anew, as if they had received the benefit of a *true resurrection* spell. Even petitioners, who as outsiders cannot normally be resurrected, awaken fully healed. Only those who suffer mortal wounds on Clangor's battlefields get the *true resurrection* effect; dead characters brought to this plane don't spontaneously revive.

CLANGOR LINKS

Both Maglubiyet and Kurtulmak maintain *portals* to the Nine Hells, and Hruggek guards one leading to the Abyss. The denizens of those destination planes are only too happy to allow their own Blood War to overlap the war on Clangor, and they enjoy serving as "advisors" to all sides in the conflict. The River of Blood also flows through Clangor, connecting it with most of the other fiendish planes.

CLANGOR INHABITANTS

The only outsiders native to Clangor are the goblin-fiends called barghests. These creatures frequently command units of goblin petitioners. Other creatures found on Clangor include many kinds of fiendish wolves, particularly worgs and winter wolves, which are used as mounts by goblin cavalry.

Clangor Petitioners: Almost all the petitioners of Clangor are goblinoids (including hobgoblins and bugbears as well as ordinary goblins) and kobolds. Each has the following special qualities.

Additional Immunities: Acid, cold.

Resistances: Electricity 10, fire 10.

Other Special Qualities: None.

FEATURES OF CLANGOR

On this vast planar battlefield, divine realms frequently shift their boundaries, and even the seats of divine power look more like frontier forts than permanent palaces.

Hruggek: Hruggekolohk is the realm of the bugbear deity Hruggek. Its name means simply "Hruggek's Place." Hruggekolohk is a warren of caves worn from the iron of the plane over millennia. Its interior is red-brown with rust, and stagnant pools dot the floors, interspersed with piles of bones and garbage. The bugbear petitioners that stalk these tunnels are far less regimented than their goblin cousins, and they tend to congregate in small "villages," each of which might boast a single building or a temporary shelter. The bugbear petitioners are no less inclined to war than the goblins—they simply have a different view of it. Stealth and ambush are their favored combat techniques, and since the caves of

Hruggekolohk seem to stretch underneath the entire plane, such tactics serve the bugbears well.

Kurtulmak: Draukari, home of the kobold god Kurtulmak, is another warren of caverns, though its tunnels are narrow and short. The twisting warrens of Draukari are muddy and reek of death, and they twist so maddeningly upon each other that those not accustomed to them are doomed to get lost. Any visitor larger than a halfling must crawl through the mud, which often hides unpleasant surprises. Like the bugbears of Hruggekolohk, the kobolds of Draukari prefer stealth over brute force, though kobold sorcerers are plentiful and offer a magical advantage over the goblinoids.

Maglubiyet: The goblin god's capital is a fort called Grashmog, the Heart of Battle. Usually far from the lines of battle, Grashmog is a temple-city that serves as a training camp for the elite forces of the goblin and hobgoblin army. Clerics from Grashmog advise generals on upcoming battles, and the elite warriors trained here (called the Steelbiters) are respected throughout the plane for their combat prowess and their bonds with their fiendish winter wolf mounts.

Cynosure

Also known as the Hall of Meeting, Cynosure is the only truly neutral ground among the planes. Unclaimed by any deity and uninhabited by any native race, Cynosure is nothing more than a small demiplane in the shape of a huge, majestic hall, adorned with soaring pillars and open to a star-filled sky. Surrounding the hall are *portals* leading to every divine realm in Toril's cosmology. This plane is the place where the gods come to meet when some pressing business demands a degree of communication among them. Whether the meeting involves two deities hoping to cement an alliance or the whole Faerûnian pantheon, Cynosure is a safe meeting place.

CYNOSURE TRAITS

Cynosure has the following traits.

- Finite size. Cynosure contains a great hall large enough for all of Faerûn's deities. The plane extends no farther than the walls of that hall.
- Static.
- Dead magic. The only magic that functions in Cynosure is the magic of the *portals* that lead to the deities' realms.

CYNOSURE LINKS

As noted above, the great hall of Cynosure is surrounded by *portals*, one of which leads to the realm of every deity in the Faerûnian pantheon. Each is a two-way *portal* with a simple prerequisite for operation: It can be triggered only by a being with a divine rank of 0 or higher. No mortal can activate the *portals* in either direction, though a deity can command a portal to allow a particular mortal through if desired.

Cynosure exists outside the normal cosmology of Toril. Its connection to the Astral Plane is tenuous at best, and travel in and out of it is feasible only by means of the special *portals*. It is impossible for a mortal or even a deity to set out from the Material Plane through the Astral Plane and arrive in Cynosure, since no color pools leading to this plane exist on the Astral Plane.

CYNOSURE INHABITANTS

Cynosure has no native inhabitants.

FEATURES OF CYNOSURE

The heart of Cynosure is a great meeting hall furnished with a grand table and a seat for every Faerûnian deity. The walls are decorated with images of Faerûn's dead deities, reaching back as far as ancient Netheril and possibly even farther.

Deep Caverns

A solid mass of stone permeated with winding tunnels, yawning chasms, and great caves, the plane of Deep Caverns is like an infinite Underdark. Visitors to this utterly lightless plane find it more horrifying in some ways even than the Abyss, where at least some light appears in the sky from time to time. Here there is no sky and no natural light, and the cavern walls seem to close in on unwelcome travelers. Indeed, sometimes they do close in, leaving behind no trace of any unlucky trespasser crushed between them.

DEEP CAVERNS TRAITS

Deep Caverns has the following traits:

- Alterable morphic. Each divine realm is divinely morphic.
- Strongly evil-aligned.

DEEP CAVERNS LINKS

Deep Caverns is permeated with *portals* to other planes, primarily the Abyss.

DEEP CAVERNS INHABITANTS

In some areas of Deep Caverns, an unearthly wind howls through the endless tunnels. It is perhaps this feature that most attracts howlers (native to the Supreme Throne) to this plane. Other creatures of earth and evil also dwell here, though few of them are widely known on the Material Plane.

Monster Manual II: Dune stalker, rukarazyll, vaporighu.

Fiend Folio: Kaorti.

Deep Caverns Petitioners: The petitioners of this plane are beholders, mind flayers, and troglodytes—none of which are friendly to the others. All of these creatures appear and behave much as they did in life. They have the following special qualities.

Additional Immunities: Electricity, sonic.

Resistances: Acid 10, cold 10.

Other Special Qualities: Spell resistance 10.

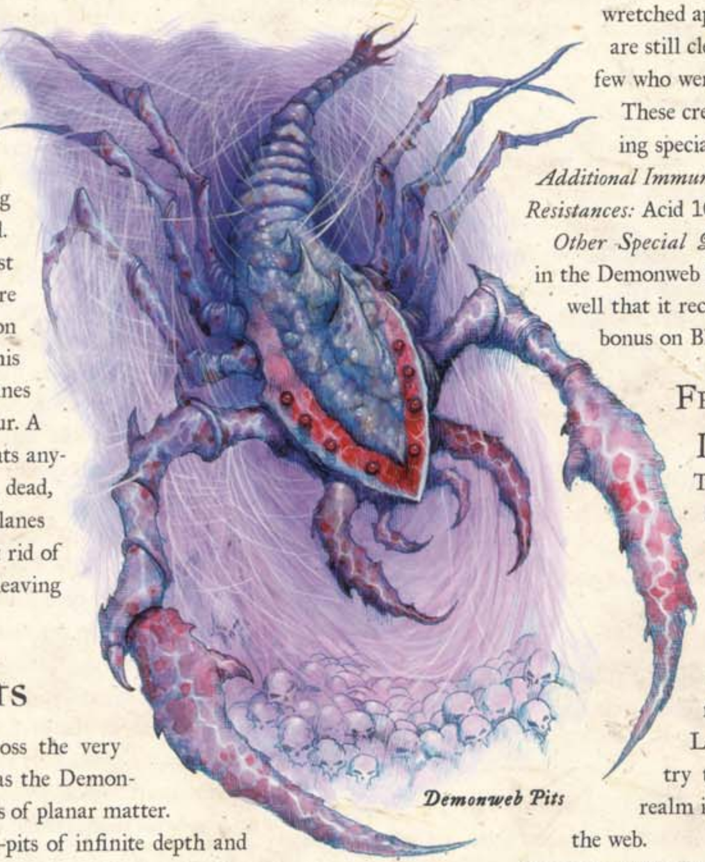
FEATURES OF DEEP CAVERNS

The various sections of Deep Caverns are difficult to distinguish from one other, and the three divine realms located here are so widely separated that their boundaries are impossible to define. The caverns themselves seem to know where a deity's realm begins and ends, though. In fact, the walls respond to the will of the power in charge—shifting, opening and closing, and trapping unfortunate travelers at the deity's whim.

The Great Mother: This area, called the Realm of a Million Eyes, is home to the Great Mother of the beholders. Laced with vertical shafts, it is perfectly suited to the floating petitioners of this realm. The Great Mother herself dwells in a vast cavern far below all the sinkholes, endlessly spawning more beholders in solitude. Any creature that comes near her spawning chamber becomes food, including any of her own offspring that don't leave fast enough. Certain beholder petitioners, apparently the oldest and meanest of the lot, bear most of the responsibility for policing her realm. These enforcers also control the tunnels here, since the Great Mother is unconcerned with such matters.

Ilsensine: The Caverns of Thought are the realm of Ilsensine, god of the mind flayers. This area echoes with stray thoughts that are inaudible but nevertheless clear to any sentient mind. Most of these thoughts are so horrible that creatures lingering too long near the caverns are quickly driven mad.

Laogzed: The Rotting Plain is a vast cavern dotted with putrid lakes that are fed by the River of Blood. A million tunnels of various sizes empty into this cavern, carrying the refuse of the planes for the troglodyte god Laogzed to devour. A virtually mindless creature, Laogzed eats anything and everything he finds—living, dead, or inorganic. Many denizens of the planes have discovered that they can easily get rid of an item that should never be found by leaving it on the Rotting Plain.



Demonweb Pits

Illustration by Wayne England

The Demonweb Pits

Like a monstrous spiderweb spun across the very fabric of the planes, the plane known as the Demonweb Pits is formed of interwoven strands of planar matter. Between these strands is nothingness—pits of infinite depth and formless void. Unwary travelers who get stuck on the strands often become the prey of fiendish spiders, myrlochars, demons, or creatures that are even worse.

DEMONWEB PITS TRAITS

The plane known as the Demonweb Pits has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly chaos-aligned and strongly evil-aligned.
- Strong faith. Followers of the Seldarine take greater penalties here.

DEMONWEB PITS LINKS

Several *portals* to various layers of the Abyss open from the Demonweb Pits, sometimes at random.

DEMONWEB PITS INHABITANTS

Frequent visitors from the Abyss make the name of this plane at least partially accurate, though Lolth's predivine status as a demon prince is the true origin of the appellation. Lolth is served by demons of many sorts, primarily yochlol (detailed in *Monstrous Compendium: Monsters of Faerûn*), but also glabrezus, succubi, mariliths, bebiliths, and retrievers.

Monsters of Faerûn: Myrlochar, yochlol (demon).

Fiend Folio: Abyssal ghoul, blood fiend (demon).

Demonweb Pits Petitioners: The petitioners of the Demonweb Pits spend their afterlives just as they did their mortal ones—slavishly obeying Lolth's whims while engaging in endless treachery and deception. As petitioners, they take on a decidedly fiendish yet wretched appearance, though they are still clearly drow—even those few who were not drow as mortals. These creatures have the following special qualities.

Additional Immunities: Electricity, poison.

Resistances: Acid 10, fire 10.

Other Special Qualities: A petitioner in the Demonweb Pits lies so often and so well that it receives a +10 competence bonus on Bluff checks.

FEATURES OF THE DEMONWEB PITS

The divine realms of Ghaunadar, Vhaeraun, Kiaransalee, and Selvetarm are strung like tiny baubles on the fabric of the Demonweb. The Demonweb itself belongs to Lolth—only a fool would try to deny it—though her realm is actually separate from the web.

Ghaunadar: The Cauldron of Slime, a foul nest of ooze and muck at what can only be described as the bottom of the Demonweb, is Ghaunadar's domain. Oozes, puddings, and fungi dominate this vile realm, and a sickly, phosphorescent glow suffuses the place with garish colors.

Kiaransalee: The Lady of the Dead claims a small and desolate patch of the Demonweb as her realm. The sole edifice here is a tower made of bones. Kiaransalee calls the structure Thanatos, after the layer of the Abyss she stole from Orcus and then lost when the demon prince returned to life.

Lolth: The realm of the Queen of Spiders has always been described as a great iron fortress shaped like a spider, which constantly clambers over the strands of the Demonweb. At present, however, no spider fortress wanders the Demonweb, at Lolth's command or otherwise. Somewhere amid the tangled strands of the web, Lolth has woven an impenetrable barrier of planar fabric. No servant enters, and no word from the spider goddess goes forth. The scheming of the other drow deities has intensified since Lolth's mysterious retreat, but so far little has come of it—at least on the Demonweb. In Faerûn, much has come of it, particularly (though not exclusively) as a result of Kiaransalee's plotting. (See the *City of the Spider Queen* adventure and Chapter 7 of this book for more information.)

Selvetarm: Though he normally shares Lolth's realm, Selvetarm now stands guard outside the spider goddess's retreat.

Vhaeraun: The Masked Lord's small realm, called Ellaniath, amounts to little more than a hiding place where the god can hole up when Lolth's patience with him runs out. He keeps his hatred of Lolth hidden behind his mas, but he constantly and subtly schemes against her. Lolth is no fool—she encourages this kind of behavior in her servants, and she expects no less from her own child.

Dragon Eyrie

As its name suggests, Dragon Eyrie is an enormous mountaintop surrounded by wispy clouds and crowned with an eternal cap of snow. Around it fly the spirits of departed dragons, keeping to themselves as much as possible. No city or village mars the perfect crags of the mountaintop, though some nondragons that come here in search of solitude build small shelters in which to live out their hermitic existences. The dragons do not tolerate any more extensive settlements, and they put up with the hermits only grudgingly.

Dragon Eyrie Traits

Dragon Eyrie has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mild faith.

Dragon Eyrie Links

Hlal maintains a *portal* here that leads to the realm of Erevan Ilesere on Arvandor.

Dragon Eyrie Inhabitants

Most of the native inhabitants of Dragon Eyrie are celestial and fiendish dragons and draconic petitioners.

Monsters of Faerûn: Abishai (in Tiamat's realm).

Fiend Folio: Khaasta.

Draconomicon: Planar dragons (all varieties). Although these creatures are native to many different planes, they all at least visit the Dragon Eyrie from time to time.

Dragon Eyrie Petitioners: The petitioners of this plane are the spirits of dragons, half-dragons, dragonkin, and all other forms of dragonkind. For dragons, the afterlife represents an opportunity to strive toward a perfection that was unattainable in life. Such perfection, however, is best pursued in silence and solitude. Though they are no longer great hoarders of treasure, dragon petitioners are still hostile to intruders who would invade their privacy, and they remain among the most arrogant creatures on any plane. Dragon Eyrie petitioners have the following special qualities.

Additional Immunity: Cold.

Resistances: Acid 5, electricity 5, fire 5.

Other Special Qualities: None.

Features of Dragon Eyrie

Dragon Eyrie is divided into four broad bands—the dark roots, the lower reaches, the middle crags, and the peak. With the exception of the peak, which is entirely Null's divine realm, no divine realm occupies the entire expanse of an altitude band. Most of the mountain is open territory claimed by no deity, where the petitioners of the plane seek their solitude.

Hlal: The lower reaches of Dragon Eyrie's great slope include the divine realm of Hlal, the trickster and messenger deity of the dragons. Brass and copper dragon petitioners tend to congregate near this realm. These lower slopes are warm and dry, at least near Hlal's domain, so they attract blue dragon petitioners as well, though the blues try to stay far away from the brasses and coppers. Other, wetter areas of the lower reaches are favored by green and black petitioners.

Null: The summit of Dragon Eyrie is the domain of Null, the draconic god of death. White and silver dragon petitioners are attracted to the cold of his realm, and in a way these two kinds of dragons represent the two very different views of this mysterious deity. The crude and bestial white dragons admire Null's role as a taker of life and revere him as a force of violence and power. The silvers, on the other hand, worship him as the guardian of dead spirits—the one who brings draconic souls to their rest in the Dragon Eyrie and, ideally, leads them toward perfection once they have arrived.

Task: Task's realm lies in the middle reaches of Dragon Eyrie, in a region known as the Furnace because of its volcanic activity. Task dwells in a rocky cave filled with a vast treasure hoard. Red, gold, and bronze dragon petitioners live in this area, attracted to its hot springs and flowing lava.

Tiamat: Tiamat's realm, known as the Cave of Greed, lies deep underground, at the dark bottom of Dragon Eyrie. Many chromatic dragon petitioners choose to make their lairs near hers (but not too near), and deep dragon and shadow dragon petitioners tend to favor this subterranean region as well.

Dwarfhome

Like Dragon Eyrie, Dwarfhome is a great mountain, though its roots and foothills are also part of the plane. And while Dragon Eyrie's skies only occasionally feature a dragon in flight, Dwarfhome teems with life—specifically with dwarf petitioners. A hive of industry and a marvel of artisanship, Dwarfhome serves as a model of the dwarven ideals of life, labor, and home.

Dwarfhome Traits

Dwarfhome has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly good-aligned.
- Mild faith.

DWARFHOME LINKS

No *portals* are known to connect Dwarfhome with any other plane. However, one of the roots of the World Tree extends from Deepshaft Hall (Dumathoin's home) up through Erackinor (the realm of Moradin and Berronar Truesilver), and from there to the other celestial planes.

DWARFHOME INHABITANTS

Besides the petitioners of the plane, the only natives of Dwarfhome are the angels that serve the dwarven deities. Perhaps out of respect for the powers here, the angels are often short and stout, resembling dwarves more than humans.

Monster Manual II: Durzagon (half-fiend).

Dwarfhome Petitioners: The petitioners of this plane—even those few who were not dwarves in their mortal lives—appear as sturdy dwarves here. Dwarfhome's petitioners have the following special qualities.

Additional Immunities: Fire, poison.

Resistances: Acid 10, electricity 10.

Other Special Qualities: Because Dwarfhome's petitioners can spend eternity perfecting their crafts, each gains a +10 competence bonus on all Craft checks. In addition, each possesses the dwarf racial traits described in the *Monster Manual.*

FEATURES OF DWARFHOME

Dwarfhome is an impossibly huge mountain, large enough to contain whole worlds. Great halls are carved into its sides, with gigantic doorways big enough to admit even the largest dragon with its wings spread wide. Caverns extend far into the mountain's roots, and majestic citadels are erected on its sides. Erackinor, the realm of Moradin and Berronar Truesilver, lies at the top of Dwarfhome. The closer a deity's relationship to those two deities, the nearer its realm is to the summit of the great mountain. Thus, Abbathor's realm lies far below the mountain, while Thard Harr's is located on a distant plateau.

Abbathor: The sole evil member of the dwarven pantheon who has not been banished to Hammergrim lives far underneath the halls of Erackinor in a realm called the Glitterhell. The walls of Abbathor's domain sparkle with gemstones and mithral.

Berronar Truesilver/Moradin: Erackinor, the realm shared by Moradin and Berronar Truesilver, combines the grandest of all stone-carved halls with endless mine shafts full of gold, gems, and mithral. At the heart of Erackinor is the Soul Forge, the mighty furnace where Moradin hammered out the first dwarves. Even now, he still shapes the souls of dwarves here before sending them to the Material Plane.

Clangeddin Silverbeard: Just in the shadow of Erackinor is Mount Clangeddin, home of the Father of Battles. Though it is a mighty mountain in its own right, it is small next to Moradin's home. The great halls of Mount Clangeddin seem to have been carved to imitate those of Erackinor, but they have been turned to a far more military purpose. If Erackinor is an artisan's delight, Mount Clangeddin is a dwarf soldier's paradise. Regimented and orderly, it serves as the barracks and armory of Dwarfhome's defenders as well as the realm of Clangeddin Silverbeard.

Dugmaren Brightmantle/Dumathoin/Vergadain: Three realms are carved into the sides of Dwarfhome's great mountain. Soot Hall, the realm of Dugmaren Brightmantle, is a place of constant invention. Dumathoin's realm, known as Deepshaft Hall, consists almost entirely of mineshafts, though it still includes enough unexplored tunnels and unhewn rock to keep the most driven explorer happy for an eternity. Strongale Hall is Vergadain's realm, a place of commerce, gambling, and the pleasures of good food and strong drink.

Gorm Gulthyn: Built atop a foothill even more distant than Sharindlar's, Watchkeep is the realm of Fire Eyes. Gorm Gulthyn is said to keep watch constantly from the top of his tower, where he can see the entire plane, so that he will know immediately if any *portal* opens into Dwarfhome. Many dwarven defenders hope to have the chance to stand guard at Watchkeep after death—a privilege they believe is granted to those who die while fighting superior forces in the line of duty.

Haela Brightaxe/Marthammor Duin: These two somewhat reclusive dwarven deities have realms in remote caverns tucked into the foothills of Dwarfhome. Haela Brightaxe's pleasant grotto is called Findar Endar, while Marthammor Duin's cave is known as the Cavern of Rest. Both deities wander Dwarfhome and other planes frequently, leaving trusted lieutenants to guard their realms.

Sharindlar: Sharindlar's realm, the Merciful Court, is a circle of standing stones on a foothill near Dwarfhome's towering bulk. Its position enables Sharindlar to act as an intermediary between Moradin and the other dwarven deities—even the likes of Abbathor and the duergar gods of Hammergrim. The Merciful Court is the site of nightly dances in honor of the Shining Dancer.

Thard Harr: The most reclusive member of the dwarven pantheon is Thard Harr, who dwells on a heavily forested plateau near the edge of the plane. Called the Forbidden Plateau, this realm has much in common with the jungles of Chult, where Thard Harr's followers reside. Like its Material Plane counterpart, the Forbidden Plateau even boasts a large population of resident dinosaurs.

Dweomerheart

If the universe held a plane of magic, Dweomerheart would be it. Home of Faerûn's deities of magic, Dweomerheart is charged with magical energy that courses through any spellcaster who sets foot there.

DWEOMERHEART TRAITS

Dweomerheart has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mild faith.
- Enhanced magic: All spells cast on Dweomerheart are extended, enlarged, and empowered, as though by the corresponding feats, though they do not require higher-level spell slots or longer than normal casting times. Mystra, however, has the ability to prevent anyone she wishes from casting spells on this plane.

Dweomerheart Links

No *portals* are known to connect Dweomerheart to any other plane. However, low-lying branches of the World Tree extend into Dweomerheart, connecting it with the other celestial planes.

Dweomerheart Inhabitants

As guardian of the laws of magic, Mystra is also the creator of the inevitables—constructs of law that are charged with enforcing the most fundamental and inescapable laws of the universe. In addition to the inevitables, various angels serve the deities of Dweomerheart.

Manual of the Planes: Mercane.

Dweomerheart Petitioners: Almost all the petitioners of this plane were wizards or sorcerers in life, and they retain the merest glimmer of their old aptitude for magic. These individuals have the following special qualities.

Immunities: Petrification, polymorph.

Resistances: Acid 10, fire 10.

Additional Special Qualities: Damage reduction 5/magic, spell resistance 10.

Features of Dweomerheart

Set on a high plateau, Dweomerheart is a glittering city adorned with glamers and built from pure magical energy.

Azuth: The domain of the Patron of Mages is carved into the plateau below the city, in a series of caverns that are collectively called Azuth, after their chief resident. An air of ritual and mystery pervades this realm, and if the city of Dweomerheart is where those who want to learn about magic should go, Azuth is the place where those who want to learn to be wizards should go. The distinction may be subtle, but it makes all the difference in the portfolios of Mystra and Azuth.

Mystra: The realm of the Lady of Mysteries encompasses the whole of the city and the surface of the plateau. The city itself resembles a university or a school of magic. Petitioners and planar visitors who are hungry for magical knowledge can choose no better place in all the planes to find what they seek.

Savras: Adjacent to Azuth's realm is a smaller series of caverns called The Eye that is home to Savras. It is said that all of the god's knowledge about the past and future is recorded here, but the truth is that items as prosaic as books and scrolls could never hold such a depth of knowledge. Rather, the place rings with thoughts—making it eerily similar to Ilsensine's realm in Deep Caverns. These echoing thoughts might contain deep insight into past, present, or future, but it would take a remarkably strong mind to sort through them.

Velsharoon: Far below the realms of Azuth and Savras lies a musty crypt called Death's Embrace, which is the realm of the Vaunted. All the secrets of necromancy are contained in Velsharoon's crypt.

Fated Depths

A place of black water and crushing pressure, Fated Depths is where the River of Blood deposits its viscous water, along with all the jetsam of the fiendish planes. Its inhabitants are hungry as sharks and as cruel as sahuagin, and the plane itself seems hungry for souls to consume.

Fated Depths Traits

Fated Depths has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Water-dominant. The water of Fated Depths is unholy water that damages any celestial that enters it.
- Strongly evil-aligned.

Fated Depths Links

Fated Depths contains *portals* to the watery layers of the Abyss as well as the Elemental Plane of Water. A *portal* also connects this plane with Umberlee's realm in Fury's Heart. The River of Blood spills into the waters of Fated Depths, connecting it with most of the other fiendish planes.

Fated Depths Inhabitants

Aquatic creatures of chaos and evil are the natural inhabitants of Fated Depths. Most are rarely seen on the Material Plane, though fiendish sharks (and dire sharks), giant squids, octopi, and krakens sometimes appear there. Half-fiend sahuagin are surprisingly common in Fated Depths, and half-fiend kuo-toa are somewhat less so.

Fiend Folio: Myrmixicus (demon), piscoloth (yugoloth), skulvyn (demon), wastrilith (demon).

Fated Depths Petitioners: Sahuagin and kuo-toa petitioners are the primary inhabitants of Fated Depths. Both types of petitioners appear unchanged from their living forms. They have the following special qualities.

Immunities: Cold, fire.

Resistances: Acid 10, electricity 10.

Additional Special Qualities: None.

Features of Fated Depths

Fated Depths is an almost featureless expanse of dark saltwater with neither surface nor bottom.

Sekolah: Sekolah, one of the two powers that lives in the dark waters of Fated Depths, has no realm. The god rules where it is, and no creature dares challenge it.

Blibdoolpoolp: The Drowning Goddess, on the other hand, does have a realm—a spherical temple that resembles a small moon drifting through the unholy waters of the plane. Fiendish crustaceans and kuo-toa petitioners share this enormous structure, serving their increasingly irrelevant deity.

The Fugue Plane

When mortals die, their souls are drawn to the Fugue Plane. The vast majority of this plane is flat, gray, bland, and nondescript, with no notable topographical features.

Fugue Plane Traits

The Fugue Plane has the following traits.

- Static. The static nature of the plane allows the devils to torment the petitioners without ever ending their suffering.
- Impeded magic: All spells are impeded.

FUGUE PLANE LINKS

Like Cynosure, the Fugue Plane exists outside the normal cosmology of Toril. Souls naturally travel from the Material Plane to the Fugue Plane at death, but they cannot leave of their own volition. Divine servants can travel here from the realms of their deities and bring souls back with them, as long as those souls properly belong to the deities they serve. *Portals* from the Nine Hells open into the Fugue Plane because of the devils' agreement with Kelemvor, and demon lords sometimes create *portals* leading here from the Abyss. In both cases, the fiends can carry souls back to their home planes through these *portals*. Any other travel to or from the Fugue Plane is impossible. Mortals cannot travel to the Fugue Plane while their bodies live, and no color pools leading here exist on the Astral Plane.

FUGUE PLANE INHABITANTS

The Fugue Plane's only inhabitants are the souls of the dead awaiting transport to the planes of their deities. These souls are petitioners with no planar traits—no immunities, resistances, or special qualities. The souls of the Faithless form a living wall around the City of Judgment, while the souls of the False are sentenced to servitude within the city, where they are sometimes tortured by devils.

Fugue Plane Petitioners: The False are the petitioners of the Fugue Plane, since they are its only permanent residents (except the Faithless, who are doomed to be dissolved into the substance of the plane). The False have no immunities, resistances, or other special qualities, but they are protected to some extent by the unchanging nature of the plane.

FEATURES OF THE FUGUE PLANE

The only feature of this generally featureless plane is the Crystal Spire, the shared realm of Kelemvor and Jergal, which stands in the middle of the City of Judgment. The city is a gray, bland, tightly packed metropolis populated by the judged dead.

Jergal/Kelemvor: The Crystal Spire is a glittering tower of transparent rock. When Gyric was god of the dead, this tower was called the Bone Castle, but Kelemvor transformed it as a symbol of his commitment to open and fair judgment of the dead.

FURY'S HEART

Fury's Heart has a certain similarity to the Barrens of Doom and Despair in that both planes are desolate landscapes with little life and no redeeming qualities. But while the Barrens are still, lifeless, and desolate, Fury's Heart is a turmoil of storms, howling winds, crashing waves, biting blizzards, and wild beasts. The Barrens refuses to support life, but Fury's Heart actively seeks to crush life.

FURY'S HEART TRAITS

Fury's Heart has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Strongly evil-aligned.
- Mild faith.
- Winter's Hall, Auril's domain, has the cold-dominant trait. Each creature who enters this realm takes 3d12 points of cold damage in each round that it lacks shelter of some kind.

FURY'S HEART LINKS

Umberlee's domain contains a *portal* to Fated Depths. The River of Blood flows through Malar's domain (and a branch pours into the Blood Sea), connecting Fury's Heart with most of the other fiendish planes.

FURY'S HEART INHABITANTS

The natives of Fury's Heart are creatures of evil, and many are bestial creatures that resemble terrestrial animals. Nightmares and yeth hounds fall into the latter category, while night hags and vargouilles simply live here for the evil.

Manual of the Planes: Ice paraelementals, cold element creatures (Winter's Hall).

Fiend Folio: Abrian, bloodthorn, ironmaw, khaasta, phiuhl, varrangoins (all), vorr, vultivor (canomorph).

Fury's Heart Petitioners: The petitioners of Fury's Heart are cruel, callous, and wrathful spirits. Some take on an almost elemental form, such as the cold spirits of Winter's Hall and the sentient lightning of the Towers of Ruin. Others, such as the weresharks that swim with Umberlee in the Blood Sea, appear just as they did in life. Malar's petitioners, and some of Umberlee's as well, are transformed into animal forms, appearing as particularly fierce and primitive versions of normal animals. Fury's Heart's petitioners have the following special qualities.

Additional Immunities: Cold, electricity.

Resistances: Fire 10, sonic 10.

Special Attacks: Any petitioner of Auril or Talos deals an extra 1d6 points of damage (cold or lightning, respectively) on a successful melee attack. A petitioner of Malar or Umberlee gains the ability to rage once per day as a 1st-level barbarian.

Other Special Qualities: A petitioner of Auril or Talos gains certain elemental traits, while a petitioner of Umberlee or Malar has damage reduction 10/silver.

FEATURES OF FURY'S HEART

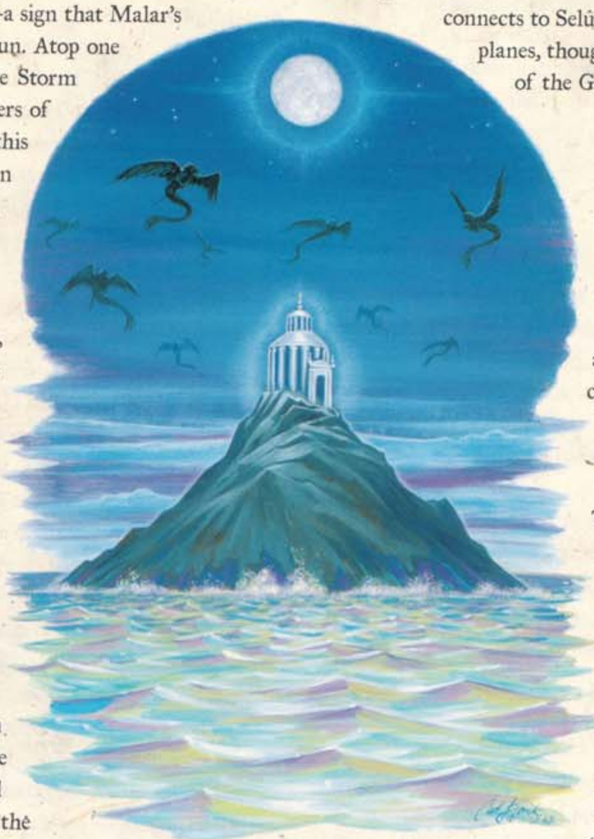
Like several other planes, Fury's Heart is an enormous expanse of wild terrain, from Umberlee's Blood Sea, to Malar's Land of the Hunt, to the distant, frigid tundra of Auril's realm, which is known as Winter's Hall. Violent weather is the norm throughout the plane. The wind force is rarely below severe (31 mph or more), and storms are nearly constant.

Auril: Across the Land of the Hunt from the Towers of Ruin, the land grows colder and colder until all terrain dissolves into an ever-present covering of ice. This realm is Winter's Hall, the Frostmaiden's domain, and there is no colder place on all the planes. Auril's palace is formed of shaped *wind walls* that are bitterly cold, and her throne is made of frozen blue fire.

Malar: Malar's realm, the Land of the Hunt, stretches for uncounted miles from the shore of the Blood Sea. A great, open plain stocked with abundant wildlife (including souls stolen from the Fugue Plane and transformed into innocuous animal forms as prey for hunters), the Land of the Hunt is the only region of Fury's Heart where the weather is occasionally hospitable. The Beastlord roams his realm with his petitioners, all of whom take the forms of large carnivorous animals, to savor the thrill of the hunt. When unwelcome visitors enter the plane, Malar and his companions gleefully turn their attention away from helpless prey and begin to stalk the intruders instead.

Talos: Toward one edge of the Land of the Hunt, the plains begin to rise into steep, rocky hills—a sign that Malar's realm has ended and Talos's has begun. Atop one of the hills in this realm stands the Storm Lord's palace, the aptly named Towers of Ruin. The "towers" that comprise this structure are now little more than rocks precariously stacked together, so often have they been battered by lightning strikes and hurricane-force winds. At the borders of Talos's realm, the winds are always severe, blowing out from the center of the realm toward the edges. Closer to the center, the wind force gradually increases until it reaches hurricane levels around the Towers of Ruin. Periodically, and at Talos's command, the wind is supplemented by stinging rain and carefully directed bolts of lightning, ensuring that few unwelcome visitors arrive here.

Umberlee: The Blood Sea is an expanse of saltwater constantly beaten by storms. Gale-force winds (severe wind force) sweep over foam-capped waves, torrential rain pours from the blackened sky, and lightning demolishes anything that breaks the surface of the water. The Queen of the Depths swims through the reddish water of her realm, accompanied by native creatures such as fiendish squids and myrmixicus demons. Petitioners, including weresharks and humanoids given the forms of sharks or similar beasts, also accompany Umberlee.



Gates of the Moon

Illustration by Carl Frank

The Gates of the Moon

Surrounded by a boundless ocean of shimmering light, like an aurora in liquid form, a rocky island rises up in the moonlight, crowned by a shining hall of silver. It is always night here but rarely dark, since the light waxes and wanes with the ever-present moon.

Lycanthropes who come to the Gates of the Moon can change shape freely. They are always completely in control of the change and of their behavior in animal form. Afflicted lycanthropes who are knowledgeable about the planes sometimes journey to the Gates of the Moon to seek sanctuary from their affliction.

Gates of the Moon Traits

The Gates of the Moon has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly good-aligned and mildly chaos-aligned.
- Mild faith.

Gates of the Moon Links

The eladrins maintain a *portal* to Arvandor here. The topmost branches of the World Tree extend into the Gates of the Moon, allowing travel to other celestial planes. The Infinite Staircase, which connects to Selûne's palace, is another conduit to other planes, though it is far less predictable. See Features of the Gates of the Moon, below.

Gates of the Moon Inhabitants

The servitors of Selûne are planetars called shards. These female angels are said to have been created from equal parts of fire and moonlight. Lillends and other kinds of angels are also common in the Gates of the Moon, and the eladrins have their faerie court here.

Gates of the Moon Petitioners: The petitioners of the Gates of the Moon include the spirits of good lycanthropes, female spellcasters, sailors, and mystics—all worshipers of Selûne—as well as travelers, explorers, bards, and other followers of Shaundakul and Finder Wyvernspur. All these petitioners appear as they did in life, though they are often paler, and their moods tend to swing dramatically with the phase of the moon. Gates of the Moon petitioners have the following special qualities.

Additional Immunities: Acid, fire.

Resistances: Electricity 10, sonic 10.

Other Special Qualities: None.

Features of the Gates of the Moon

Though she shares the plane with two other deities, Selûne is the undisputed mistress of the Gates of the Moon.

Finder Wyvernspur: The demigod Finder Wyvernspur has taken up permanent residence within Selûne's palace. He is still growing accustomed to divinity, having only recently ascended at the end of the Time of Troubles. His chambers are always full of music, and works of art created by his petitioners decorate all of Selûne's hall.

Selûne: The home of Selûne is a shining hall of silver called Argentil, which is located in the middle of the plane. The hall is a place of quiet beauty, where all sound seems muffled and the moonlight appears to cling to creatures and objects, suffusing them with a soft silvery glow.

The Infinite Staircase is a strange conduit that appears within Selûne's hall of silver when the moon is full and the fog creeps up from the water. Stories say that it leads from Argentil to all the cities that exist on any plane, or to all the cities that ever were or will be—from the cities of the angels to the darkened halls of the Nine Hells. The staircase leads not just up and down, but also in all directions, and its gravity changes from one landing to another. Why this conduit is connected to Selûne's realm is a mystery, but it might actually be a function of Shaundakul's presence on the plane rather than the Moonmaiden's.

Shaundakul: The Rider of the Winds also calls the Gates of the Moon home, insofar as he can call any place home. Shaundakul has no hall to rival Argentil, but he travels from place to place on this plane and among all the planes.

Golden Hills

Golden Hills is a plane that consists of seven rolling hills, one for each of the gnome deities who reside there. Everything in Golden Hills is lightly tinted or highlighted with gold, and its burnished sheen glows in the light of the setting sun.

GOLDEN HILLS TRAITS

Golden Hills has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly good-aligned.
- Mild faith.

GOLDEN HILLS LINKS

Flandal Steelskin maintains a *portal* to the realm of Gond in the House of Knowledge. Golden Hills is connected to the trunk of the World Tree, and through it to the rest of the celestial planes.

GOLDEN HILLS INHABITANTS

Besides the gnome petitioners, the only inhabitants of Golden Hills are the angels that serve the gnome deities.

Golden Hills Petitioners: All the petitioners of Golden Hills—even those few who were not gnomes in their mortal lives—appear as healthy, happy gnomes here. Each Golden Hills petitioner has the following special qualities.

Additional Immunities: Cold, fire.

Resistances: Electricity 10, sonic 10.

Other Special Qualities: Gnome racial traits (as described in the *Monster Manual*).

FEATURES OF GOLDEN HILLS

The leadership and guidance of Garl Glittergold pulls the gnome pantheon into a unified whole, and it could be said that he does the same for Golden Hills, uniting the seven realms of the gnome deities into a single plane.

Baervan Wildwanderer: The Masked Leaf's realm is called Whisperleaf, after the great oak planted on top of the hill. Baervan's spear is cut from the wood of this oak tree and carries the same name as his realm. The cozy cottage nestled beside the tree looks small from the outside, but it's large enough within to hold all of Baervan's petitioners and servants.

Baravar Cloakshadow: The Sly One's realm, known as the Hidden Knoll, is full of tricks and nonlethal traps, swathed in illusion and designed around deception. Like Baravar's church, his petitioners are loosely organized, dwelling in small settlements scattered across and within the Hidden Knoll.

Callarduran Smoothhands: The realm of the Master of Stone is called the Deep, and though it appears to be the smallest hill of the seven, its caverns extend far below the earth. Svirfneblin petitioners usually end up in this realm whether they specifically revere Callarduran or not, simply because the terrain seems most like home to them.

Flandal Steelskin: The Mithral Forge is the Master of Metal's domain. This realm of fire and heat is concealed beneath a hill that shakes with every blow of Flandal's hammer. A *portal* leading from the Elemental Plane of Fire provides the heat for this forge.

Gaerdal Ironhand: Stronghaven, the realm of Gaerdal Ironhand, is aptly named, since it is the most fortified of the gnome deities' realms. This military fortress forms the first line of defense for the entire plane, and it is surely the last it will ever need. Stronghaven is also the one place in the Golden Hills where practical jokes are frowned upon and laughter is seldom heard.

Garl Glittergold: Though the leader of the gnome pantheon has a hill of his own here (Glitterhome, the largest of the seven hills), he prefers to spend his time roaming the plane as a watchful protector.

Segojan Earthcaller: The Earthfriend's realm is known as the Gemstone Burrow, and it is home to many burrowing animals as well as gnomes. The Gemstone Burrow consists of an endless bundle of earthen tunnels, and the petitioners who live there dig fine, comfortable burrows of their own.

Green Fields

In the pleasant realm of Green Fields, halfling petitioners while away their existence in peaceful meditation and hard work, enjoying the fruits of their labors and the company of their fellows. A place of safety and repose, Green Fields is basically a collection of halfling settlements among gently rolling hills.

GREEN FIELDS TRAITS

Green Fields has the following traits.

- Divinely morphic.
- Mild faith.

GREEN FIELDS LINKS

A *portal* to Tymora's domain on Brightwater lies somewhere in Green Fields, but only Brandobaris knows its location—and he's not telling. Lower branches of the World Tree also extend into Green Fields, connecting it with the rest of the celestial planes.

GREEN FIELDS INHABITANTS

Besides the halfling petitioners, the only inhabitants of Green Fields are the angels that serve the halfling deities.

Green Fields Petitioners: The petitioners of Green Fields all appear as halflings, even those few who were not halflings in life. They have a vibrant, healthy look about them, as though they were bursting with life. They have the following special qualities.

Immunities: Electricity, polymorph.

Resistances: Acid 10.

Other Special Qualities: Damage reduction 10/magic, resonance field.

Resonance Field (Ex): Any creature that causes damage to a petitioner on Green Fields through any form of attack suffers wounds identical to those it inflicts and takes identical damage. If a single attack causes damage to multiple petitioners (a *fireball*, for instance), the attacker takes damage equal to the total inflicted on all petitioners—far more than the damage dice indicate. The resonance field is a property of the plane, not the petitioners, which is why it is noted as an exceptional ability.

FEATURES OF GREEN FIELDS

Fittingly for a pantheon that places such emphasis on community and racial unity, most of the halfling deities share Green Fields as a divine realm and do not carve their own realms from its planar fabric.

Arvoreen/Cyrrollalee/Sheela Peryroyl/Yondalla: These four deities hold the realm in common, dwelling where they choose. They often move among the settlements of the plane with the seasons or at their own whims. The settlements themselves are as impermanent as any halfling encampment on the Material Plane, and their residents happily wander from lakeshore to riverside, and from cultivated fields to pastoral hills.

Brandobaris: The Master of Stealth, who wanders even more than the other deities, does not limit his travels to Green Fields. He is welcome in the plane, though he really takes no part in maintaining it as a divine realm.

Urogalan: The Lord of the Earth's realm is a cavern beneath the lush grass of Green Fields. Few petitioners remain there for long, though it is the entry point to the plane for the spirits of all dead halflings. Urogalan is respected more than he is worshiped, and most petitioners are happy to leave his realm and move closer to their deities of choice.

Hammergrim

Hammergrim is a realm of gray light, gray stone, and somber clothing—a grim plane suffused with the pessimism and despair of the duergar. But for all that, it is also a place of great artisanship, where duergar smiths perfect the art of forging weapons and armor both mundane and magical.

HAMMERGRIM TRAITS

Hammergrim has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly law-aligned and mildly evil-aligned.
- Mild faith.

HAMMERGRIM LINKS

The only maintained portal here is the one linking Urdlen's realm to the Abyss. *Portals* leading from the Barrens of Doom and Despair open with disturbing frequency here, allowing achaierai and other fiendish creatures to raid Hammergrim for fresh prey. The River of Blood connects Hammergrim to most of the other fiendish planes.

HAMMERGRIM INHABITANTS

Aside from the duergar petitioners, unwelcome visitors from the Barrens of Doom and Despair make all too frequent appearances in Hammergrim.

Monster Manual II: Durzagon (half-fiend).

Fiend Folio: Maug.

Hammergrim Petitioners: The gray dwarf petitioners of Hammergrim have come through Laduguer's forge of adversity and become stronger than steel. They retain their earthly forms, except that their skin is steely gray and hard, though still supple enough to allow free movement. They have the following special qualities.

Additional Immunities: Electricity, sonic.

Resistances: Cold 10, fire 10.

Other Special Qualities: Damage reduction 5/adamantine.

In addition to the majority of gray dwarf petitioners, some few evil gnome followers of Urdlen come to Hammergrim as petitioners as well. These spirits do not retain their earthly shapes, appearing as Small, blind moles instead. Such a petitioner makes natural attacks with its adamantine claws, dealing 1d6 points of damage per attack. In addition, each has the following special qualities.

Additional Immunities: Cold, sonic.

Resistances: Electricity 10, fire 10.

Other Special Qualities: Spell resistance 10.

FEATURES OF HAMMERGRIM

Hammergrim is an immense fortress with windowless walls a mile thick. Inside, its halls ring with the blows of weapon- and armorsmiths, who are known as among the finest on all the planes.

Deep Duerra: The Queen of the Invisible Arts has her own hall in Hammergrim's vast courtyard. Her realm is called the Citadel of Thought.

Laduguer: The Gray Protector's hall within Hammergrim is known as Forgegloom. Its walls are built of armor pieces, shields, swords, axes, and other martial debris. It has no doors or other means of entrance unless Laduguer wills it.

Urdlen: The gnome deity Urdlen tunnels through the ground of Hammergrim, completely unconcerned with his petitioners, who dig in the tunnels he leaves behind. The evil gnome petitioners who follow Urdlen have no society whatsoever; they simply pursue their own greed in the ore-rich earth below the duergar fortress-plane.

Heliopolis

A life-giving river flows through a barren desert, turning the earth around it lush and green. The River Isis flows with holy water, the source of all life on this plane. Near its banks, the land is covered with thick grass and dotted with fig and palm trees. Farther from the water, the constant glare of the sun bleaches the earth bare, and desert winds grind stone into sand.

HELIOPOLIS TRAITS

Heliopolis has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mild faith.
- Enhanced magic. Within Set's realm of Ankhwugaht, spells from the school of necromancy are empowered and extended, as though the Empower Spell and Extend Spell feats had been applied, though they do not require higher-level spell slots or longer than normal casting times. This effect does not extend to the rest of the plane.

HELIOPOLIS LINKS

No known *portals* exist on Heliopolis.

HELIOPOLIS INHABITANTS

A variety of creatures native to other planes make homes in Heliopolis as well. Lillends serve some of the good deities of the plane, as do angels. In Set's realm of Ankhwugaht, diverse creatures such as chaos beasts, howlers, night hags, and yeth hounds haunt the dark wilderness.

Deities and Demigods: Minion of Set.

Monsters of Faerûn: Nishruu.

Monster Manual II: Marrash.

Fiend Folio: Fire snake.

Heliopolis Petitioners: Almost all the petitioners of Heliopolis are Mulhorandi in origin. They appear as they did in life, at their healthiest and most robust. They have the following special qualities.

Additional Immunities: Acid, sonic.

Resistances: Cold 10, electricity 10.

Other Special Qualities: None.

FEATURES OF HELIOPOLIS

Heliopolis is an arid realm, irrigated only by the River Isis that flows through it. Beyond the river's immediate vicinity, the land is sandy desert. Great monuments—pyramids, sphinxes, obelisks, temples, and mausoleums—dot the landscape across the entire plane, and the seats of the many divine realms are the greatest of these monuments.

Anhur: Netaph is Anhur's realm. Its placement on the border between the fertile valley and the dry desert suggests that it guards the populace against threats from the wilderness. Anhur's great temple-palace stands at the very center of the realm.

Geb: The mountain range that rises in the middle of the desert is the source of rock for all the plane's monuments. Geb's realm is here, and his palace stands in the Caverns under the Stars, a great cave complex at the roots of the mountains. His petitioners mine the mountains for precious gems and cut stone for monuments.

Hathor: The Nurturing Mother's realm is a village within the fertile valley called Succor. In this place of refuge and peace, children and mothers are protected from all danger. If the matriarchs of Succor, or Hathor herself, swear their protection to any visitor, no harm can come to that creature as long as it remains in Succor. Despite a regular influx of refugees seeking sanctuary, Succor remains a quiet town.

Horus-Re: The Lord of the Sun's realm is actually the sky above the plane, since he pilots his solar barge across the sky every day. His petitioners live in the city of Thekele-Re, which is one of the few settlements that thrives beyond the fertile valley of the River Isis.

Isis: Not far from Succor lies the city of Gizekhtet, also known as Quietude or the City of Moderation, where Isis makes her home. The petitioners here embrace balance and moderation in all matters. The River Isis flows right through the center of the town, bestowing its blessings on the fields and the people alike. The land around the city is the most fertile and lush anywhere in Heliopolis.

Nephthys: The realm of Amun-thys belongs to Nephthys. It lies in the fertile valley but is not well cultivated. It holds more tombs and temples than houses or fields, and these resting places for the dead are rumored to hold great riches.

Osiris: The realm of Osiris, called Memphiria, is a great necropolis in the midst of the desert. Rows of mausoleums surround the god's great sepulcher, and his petitioners walk the streets in the form of corporeal undead, even though they are never evil.

Thoth: The Lord of Magic's realm, the city of Thebestys, lies in a marshy area on the banks of the River Isis. This magnificent city holds the Great Library, which is perhaps the most extensive collection of knowledge outside the House of Knowledge. Thoth's estate includes the city and several smaller villages in the wetlands. All who seek knowledge are welcome here.

Set: The dark realm of Set, known as Ankhwugaht, is a region of desert that is completely closed to Horus-Re's light and goodness. Harsh winds blow across its poisonous sands, serpents hiss in the endless night, and fiendish monstrous scorpions devour any who dare to trespass here. A great black pyramid rises high above the desert sands, seeming almost to scrape the blood-streaked midnight sky.

Sebek: The Lord of Crocodiles has no realm in Heliopolis. He spends much of his time on Toril, and the rest lurking in Set's realm.

The House of Knowledge

Contrary to its name, the House of Knowledge is a wilderness of ancient oaks and clear blue pools. At night, dancing constellations of burning stars fill the sky, and the music of harps echoes though the lonely wood. The plane is dedicated to the preservation and transmission of all kinds of knowledge—not just ancient secrets in dusty scrolls, but the living knowledge of song and story, the blessing of speech, and the understanding that comes from deep familiarity with other living creatures.

HOUSE OF KNOWLEDGE TRAITS

The House of Knowledge has the following traits.

- Divinely morphic.
- Mildly good-aligned.
- Enhanced magic. All divination spells cast in the House of Knowledge are extended as if the Extend Spell feat had been applied, though they do not occupy higher-level spell slots or require longer than normal casting times.

HOUSE OF KNOWLEDGE LINKS

Gond maintains a *portal* from Wonderhome to the Mithral Forge, Flandal Steelskin's domain in the Golden Hills. The House of Knowledge is connected to the World Tree's trunk, and through the tree to the rest of the celestial planes.

HOUSE OF KNOWLEDGE INHABITANTS

Aside from petitioners, the angels who serve the good deities of the plane are the only native inhabitants.

Fiend Folio: Kuldurath, rilmani (all).

House of Knowledge Petitioners: The petitioners of the House of Knowledge include former sages, bards, artisans, and loremasters. They appear as they did in life and have the following special qualities.

Additional Immunities: Electricity, polymorph.

Resistances: Acid 10.

Other Special Qualities: As a special property of the plane, these petitioners retain all of their Craft, Knowledge, and Perform skills, though they do not retain other memories of their lives. Thus, many of them possess knowledge without context.

FEATURES OF THE HOUSE OF KNOWLEDGE

The Library of All Knowledge is housed in several buildings scattered throughout the plane. Together, these buildings hold every spell, magic item, song, and fact about the entire universe. While Oghma, Milil, Deneir, and Gond each favor certain buildings over others, they do not have separate realms (as much as Gond might like to have his own).

Gond: Wonderhome is the Wonderbringer's favorite portion of the library, and the nearest thing to a distinct realm that exists on this plane. Wonderhome is a great workshop full of inventions—some known in Faerûn, and many more still undiscovered.

Oghma: The Lord of Knowledge maintains three springs that are scattered throughout the woods, though they change location at his whim. Any creature that drinks water fresh from any of these springs receives the benefit of a *heal* spell. Each spring also has a unique additional power. The Spring of Knowledge answers one question for the imbiber, as if she had cast a *commune* spell. The Pool of Music gives the drinker a +20 bonus on the next Perform check she makes within one tenday of drinking from it. The Spring of Poetry grants the imbiber the benefit of a *tongues* spell that lasts for 48 hours.

The House of Nature

Similar to Arvandor, the House of Nature is a vast expanse of natural wilderness. No building or craft spoils the pure beauty of nature here, and no divine palace or carved hall rises above the trees or delves beneath the mountains. Animals roam unfettered across the plane, sharing its bounty with the petitioners in peaceful coexistence.

HOUSE OF NATURE TRAITS

The House of Nature has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Enhanced magic. Druid spells are enlarged and extended as though the Enlarge Spell and Extend Spell feats had been applied, though they do not require higher-level spell slots or longer than normal casting times.

HOUSE OF NATURE LINKS

The deities of the House of Nature cooperate to maintain a *portal* to Arvandor. In addition, Nobanion's realm contains a permanent *portal* to the Gulthmere Forest in the Dragon Coast.

HOUSE OF NATURE INHABITANTS

The celestial race of guardinals is native to the House of Nature. The animalistic character of these creatures exemplifies the harmony of good and nature found throughout the plane.

Manual of the Planes: Bariaur, wood element creatures.

Fiend Folio: Fhorge.

House of Nature Petitioners: Most of the petitioners of the House of Nature are humanoids, who live in small communities in utter harmony with nature. They never build, cut stone or wood, or otherwise alter the natural beauty of the plane. Though they appear as they did in life upon arrival, they gradually take on animal traits—their hair grows long in lustrous pelts, short horns sprout from their foreheads, and some develop cat's eyes or fox's ears. Over the course of centuries, they become celestial animals. House of Nature petitioners have the following special qualities.

Additional Immunities: Electricity, poison.

Resistances: Cold 10, fire 10.

Other Special Qualities: Fast healing 2.

FEATURES OF THE HOUSE OF NATURE

A great many deities reside in the House of Nature, including Chauntea, Eldath, Gwaeron, Lathander, Lurue, Mielikki, Nobanion, Shiallia, Silvanus, and Ubtao. In addition, guardinal paragons in great number—far more than the Five Companions detailed in *Book of Exalted Deeds*—have the status of near-deities here, serving as patrons of specific kinds of animals. By their very nature, the realms of these deities and near-deities have fluid boundaries, and one is often hard to distinguish from another.

Chauntea: The Great Mother's Garden is Chauntea's realm, though its name is something of a misnomer. The land is not cultivated, but food plants grow here as they do in nature, in vast, abundant fields that nurture thousands of different kinds of plants.

Lathander: The realm called Morninglory belongs to Lathander. Its natural beauty is tinted with the colors of dawn—rubies, crimsons, scarlets, yellows, and pinks. A small mountain lake bordered by a meadow and a stand of tall timber form Lathander's cathedral here. *Sleep* spells and similar effects do not function within Lathander's domain, and characters who rest here find themselves fully refreshed in half the usual time.

Silvanus: In the deepest reaches of the House of Nature, the vegetation grows thick. Here in the Oak Father's realm, known as the Deep Forest, grow the greatest of all trees. The canopy of their leaves is so dense that it seems all light must surely be blotted out.

Eldath: The realm of the Goddess of the Singing Waters is called the True Grove. It is marked by a ring of tall oaks surrounding a burbling spring, though none of these features constitutes an actual boundary.

Mielikki: The Grove of the Unicorns is the Forest Queen's realm. This stand of trees is unremarkable in itself but notable for the celestial chargers and more mundane unicorns that frequent the place.

Lurue/Gwaeron Windstrom: These two allies of Mielikki have no realms in the House of Nature, but both wander freely both here and throughout Faerûn.

Shiallia: The Dancer in the Glades has her own realm, adjacent to the Grove of the Unicorns, called the High Glade.

Nobanion: The vast savanna known as the Pridelands is Nobanion's realm. Unlike humanoid petitioners, his wemic followers retain their mortal forms here. Groves of trees dot this great plain, and one of them contains a permanent *portal* to the Gulthmere Forest in the Dragon Coast.

Ubtao: The Labyrinth of Life, a mazelike jungle teeming with life in the warmest region of the House of Nature, serves as Ubtao's domain. In the midst of this vibrant rain forest rises the Forbidden Plateau, where dinosaurs roam apart from all the other animals of the plane.

The House of the Triad

A resplendent plane of majestic marble halls, gleaming palaces, and heavenly radiance, the House of the Triad is the closest thing to a heaven in Toril's cosmology. Law holds slightly more sway here than good, thanks to the presence of Helm and Siamorphe, but most of the plane still exemplifies the principles of good upheld by law and order.

House of the Triad Traits

The House of the Triad has the following traits.

- Alterable morphic: Each divine realm is divinely morphic.
- Strongly law-aligned and mildly good-aligned.

House of the Triad Links

There are no known *portals* leading to or from the House of the Triad. However, lower branches of the World Tree extend into this plane, connecting it with the other celestial planes.

House of the Triad Inhabitants

The archons, celestial embodiments of law and good, call the House of the Triad home. Most live on the great mountain called Celestia, but many serve Ilmater, Torm, and Tyr and dwell in their realms. Angels serve the Triad as well, undertaking the lion's share of missions to other planes. Formians inhabit the plane and serve both Helm and Siamorphe when needed, though in general they live their ordered lives without divine disruption.

House of the Triad Petitioners: Most of the petitioners of the House of the Triad are lantern archons, which are fully detailed in the *Monster Manual*. These petitioners have no planar commitment and can leave the House of the Triad at will. Those who serve Helm or Siamorphe, or otherwise lean more toward neutrality than good, retain the forms they wore in life and have the following special qualities.

Additional Immunities: Electricity, petrification.

Resistances: None.

Other Special Qualities: Damage reduction 10/chaotic.

Features of the House of the Triad

The House of the Triad consists of three great mountains encircling a still-greater one. The central mountain, Celestia, is something like a divine realm in itself, though no deity resides there. Divided into seven layers, it exactly mirrors the plane of Celestia described in *Manual of the Planes* and the *Dungeon Master's Guide,* and it is the home of the archons and the archon paragons detailed in *Book of Exalted Deeds*. The relationship between the archons (particularly the paragons) and the deities who maintain realms on the plane is not exactly clear. On the surface, it seems that the archons serve the deities, and do so happily. Some have speculated, however, that not even Tyr knows what lies within Zaphkiel's Illuminated Heaven, though he seems to regard the mountain with a great deal of respect.

The three mountains surrounding Celestia are crowned by the realms of Ilmater, Torm, and Tyr. The realms of Helm and Siamorphe lie around the bases of the mountains.

Helm: The domain of Helm, which is called Everwatch, seems to move around the plane's four great mountains. Any time a *portal* opens in the House of the Triad from any other plane (including color pools from the Astral Plane), Everwatch is there—a watchtower manned by a forbidding guardian covered from head to toe in mithral full plate armor. This guardian, whose name and nature are unknown, unfailingly detects alignment and senses the purpose of visitors to the plane. It can call Torm's heavenly hosts in an instant in the case of an invasion. Of course, Helm also lives within the tower of Everwatch and is well equipped to deal with any threat.

Ilmater: Ilmater's realm, the mountain known as Martyrdom, has a great, open-air temple at its heart. Here the petitioners of Ilmater are rewarded in death for their endurance and perseverance in life—and in many cases, for their deaths as martyrs. No creature in Martyrdom can feel any pain, fatigue, or exhaustion. Ilmater's realm is a place of comfort and rest, known by planar travelers as one of the most soothing spots on the planes.

Torm: The True Deity's realm is the mountain called Trueheart, and his palace, located at the heart of the realm, resembles a military fortress. Its walls are mithral, its battlements diamond, and its gates adamantine. Hosts of archons and angels fly in and out of this fortress at Torm's command, serving the causes of law and good on the Outer Planes. These servitors are particularly vigilant against the plans of Bane.

Tyr: The Court crowns the third mountain in the ring around Celestia. Tyr supervises the Court from a great marble hall very much like a court of law. No lie can be spoken within this realm, and Bluff checks automatically fail. Ilmater and Torm frequently come to the Court to consult with the Maimed God.

Siamorphe: The realm of Siamorphe is nestled in a lush valley between the Court and Celestia. Her Alabaster Palace is situated on perfectly manicured grounds surrounded by sparkling fountains and exquisite topiaries, and the squawking of peacocks rings through the valley.

Jotunheim

Since Jotunheim is the land of giants, it stands to reason that everything there is large. Forests of pines as thick as watchtowers cover the sides of the vast mountains of the plane. Rocs soar through the skies, and winter wolves the size of elephants prowl the frozen wastes.

JOTUNHEIM TRAITS

Jotunheim has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mild faith.
- Surtr's realm is fire-dominant. Thrym's has a special cold-dominant trait. Each creature in his realm takes 3d10 points of cold damage in each round that it lacks shelter of some kind.

JOTUNHEIM LINKS

Surtr maintains at least one *portal* to the Elemental Plane of Fire within his fiery realm of Muspelheim.

JOTUNHEIM INHABITANTS

The native fauna of Jotunheim are unusually large but otherwise normal animals and magical beasts. Most creatures encountered here are at least one size category larger than normal, with all the attendant changes in statistics (see page 291 of the *Monster Manual*).

Fiend Folio: Fensir.

Jotunheim Petitioners: The petitioners of Jotunheim were all giants in life, and they retain their mortal forms here. They have the following special qualities.

Additional Immunities: Cold, fire.

Resistances: Acid 10, electricity 10.

Other Special Qualities: As a special property of the plane, these giant petitioners retain more of their Hit Dice than most petitioners do. A Large giant petitioner has 4 HD, and a Huge one has 8 HD.

FEATURES OF JOTUNHEIM

Jotunheim, like many other planes in Toril's cosmology, is an endless expanse of wilderness, dotted with structures, menhirs, and other signs of giant civilization—or at least habitation. Its terrain tends to extremes—volcanoes, glaciers, majestic cloudscapes, and equally grand caverns resplendent with crystal formations. Jotunheim is the home of the giant deities, each of whom has a divine realm here.

Annam: The reclusive head of the giant pantheon, Annam sits alone in an endless domain called the Hidden Realm. This area is rather like a demiplane or pocket dimension in that no other being can locate or enter it without Annam's permission, and Annam permits precious few visitors. No other beings—not even petitioners—live within the Hidden Realm, and a deep sense of loneliness permeates the place. His great mansion features a crystal tower in which models of stars and planets whirl in perfect, silent motion, simulating the movements of the universe.

Grolantor: The god of the hill giants has a small realm located in the foothills of the great mountains of Jotunheim. Called the Steading, this realm is little more than an enormous wooden house built for the greatest chief of the hill giants. Grolantor's petitioners roam the hills all around the Steading, preying on other petitioners when they can catch them.

Hiatea: Woodhaven is Hiatea's realm, located in the heart of a great forest where oak trees grow larger than terrestrial redwoods. There her petitioners hunt with their patron, returning in the evenings to great longhouses where her gift of community and family is celebrated every night.

Ialannis: The realm of Ialannis is Florallium, a place of quiet gardens and crystal springs. By unspoken consent, Florallium has become neutral territory for the deities and petitioners of Jotunheim, a place where peace can be negotiated in times of conflict and joyful occasions can be celebrated in quieter times.

Memnor: Memnor's realm is Thraotor, an enormous thunderhead with a great palace of adamantine at its highest point, miles above the ground. Thraotor floats across the landscape, bringing destructive storms wherever it goes. At a whim, Memnor can turn the ordinary rain or hail beneath his realm into a *storm of vengeance* effect.

Skoraeus Stonebones: Like Thrym, Skoraeus Stonebones wanders the mountains of Jotunheim but has no fixed dwelling. He favors the roots of the mountains and the great caverns that yawn within them.

Surtr: Beyond a barrier of ever-active volcanoes lies Surtr's realm, which is known as Muspelheim. This enormous plain of burning earth stretches farther than the eye can see in all directions. At the shores of a lake of molten lead looms the Spire of Surtr—a towering needle of dark stone in which the ruler of all fire giants sits in state.

Thrym: At Jotunheim's opposite end is Thrym's realm, which is called Fibulwinter, or sometimes simply Jotunheim. A region of endless frost, snow, and ice, Thrym's realm is more mountainous than similar divine realms (such as Loviatar's and Auril's). Thrym wanders from glacier to glacier but does not maintain a permanent palace anywhere in the plane.

Stronmaus: Stormhold, the realm of Stronmaus, is the mirror image of Thraotor. Despite its ominous name, Stormhold rests on a magnificent white cloud that only rarely brings rain or storms to the land beneath. Though it casts an enormous shadow on the land, the sun always shines brightly at its top, glittering on Stronmaus's palace of gold, platinum, gems, and marble. Within the palace is a magical opal pool, which seems to be of endless size to swimmers in its holy waters. Immersion in the waters of this pool grants the effects of the *heal, greater restoration,* and *regeneration* spells.

Vaprak the Destroyer: The ogre deity lives in Shatterstone, a pitiful cave at the base of a great cliff. Vaprak and his petitioners are despised by all the other inhabitants of the plane, and they hide from the giants at all costs.

The Nine Hells

Nine layers of embodied evil—great realms of tyranny, hatred, and destruction—comprise the Nine Hells. In stark contrast to the Abyss, this plane is a place of fierce regimentation in which the resident devils carry out well-ordered lives and take pains to conceal their endless schemes of betrayal and assassination.

Though the plane has nine layers, travelers always enter through the top layer, Avernus, unless they use a *portal* that links to some other specific layer. Avernus abuts Blood Rift and is therefore is the staging point for all of the devils' campaigns against their demonic enemies in the Blood War.

Nine Hells Traits

The Nine Hells has the following traits.

- Alterable morphic.
- No elemental or energy traits. Elemental and energy influences are balanced, except on the layer of Phlegethod, which has the fire-dominant trait. The layer of Cania is bitterly cold and has a special cold-dominant trait. A creature there takes 3d10 points of cold damage each round that it lacks shelter of some kind.
- Mildly law-aligned and mildly evil-aligned.

Nine Hells Links

Portals to the Barrens of Doom and Despair are all too common within the Nine Hells. Both Maglubiyet and Kurtulmak maintains planes that connect Clangor with the Nine Hells. The plane is also coterminous with Blood Rift, an arrangement that allows the legions of Avernus to march into eternal battle with their demonic foes. The River of Blood flows through Avernus, and both offshoots and tributaries of that foul stream appear on all nine layers of this plane.

Nine Hells Inhabitants

The most numerous inhabitants of the Nine Hells are devils, but the place is also home to hell hounds, night hags, nighmares, hellwasp swarms, and creatures unknown to the sages of Faerûn—such as giant maggotlike fiends, strange creatures with many mouths, eyes, and limbs, and even more bizarre and horrible monsters.

Fiend Folio: Bonespear, gathra, haraknin (canomorph), hellfire golem, imps (all), maelephant.

Nine Hells Petitioners: The only petitioners found on the Nine Hells are those stolen or lured there by devils doing their work on the Fugue Plane. Souls brought to the Nine Hells become lemures, which appear as revolting blobs of molten flesh with vaguely humanoid torsos and heads. Lemures are despised by all other devils, though a few might be destined for promotion into some other form of devil. Lemures are mindless, though they are sensitive to telepathic messages from other devils. They obey the mental commands of the strongest devil in closest proximity to them. Lemures have the following special qualities.

Additional Immunities: Fire, poison.

Resistances: Acid 10, cold 10.

Other Special Qualities: Mindless, damage reduction 5/silver or good, spell resistance 5, no planar commitment.

Mindless (Ex): Lemures are immune to all mind-influencing effects. Unless commanded, they behave as if under the influence of a *feeblemind* spell.

No Planar Commitment (Ex): Unlike most other petitioners, lemures can leave their home plane.

Features of the Nine Hells

The nine layers of this plane are detailed in the *Dungeon Master's Guide* and *Manual of the Planes.* The Nine Hells encompasses no divine realms, and no deities make their homes here. However, each layer is ruled by an archdevil, and a few of these creatures certainly rival minor deities in power.

Nishrek

Nishrek is the home plane of the orc pantheon. On this great battlefield, orc warriors clash nightly in devastating conflict, only to rise again the next night to fight again. Different tribes of orc petitioners wage endless war upon each other, foregoing alliances and diplomacy in favor of eternal carnage. By proving themselves in battle, the orcs hope to win the favor of Gruumsh, who they believe will one day identify a single tribe as his true children and declare its members superior to all other orcs.

Nishrek Traits

Nishrek has the following traits.

- Alterable morphic. Each divine realm is divinely morphic.
- Mildly evil-aligned.
- Strong faith. Followers of the dwarf and elf pantheons take greater penalties here.
- Minor positive-dominant. Nishrek is not a place where many things can live, but those who battle on its killing fields are suffused with positive energy. Every creature on the plane gains fast healing 2 and can even regrow lost limbs in time. Additionally, those slain in the never-ending conflicts on Nishrek's battlefields rise each sunset fully healed and ready to fight anew, as if they had received the benefit of a *true resurrection* spell. Even petitioners, who as outsiders cannot normally be resurrected, awaken fully healed. Only those who suffer mortal wounds on Nishrek's battlefields get the *true resurrection* effect; dead characters brought to this plane don't spontaneously revive.

Nishrek Links

The River of Blood flows through Nishrek, linking it with most of the other fiendish planes. In addition, Blood Rift often comes into contact with Nishrek, allowing one endless war to spill out into the midst of another.

Nishrek Inhabitants

Hellwasps are said to be native to Nishrek, though they are common on other fiendish planes as well. Swarms of the creatures are among the few distractions that can gain the temporary attention of Nishrek's armies.

Nishrek Petitioners: Most petitioners of Nishrek are orcs and half-orcs, which retain their earthly appearances. They have the following special qualities.

Additional Immunities: Cold, electricity.

Resistances: Acid 10, fire 10.

Other Special Qualities: None.

Features of Nishrek

Nishrek is an endless plain dotted with fortresses and crisscrossed with trenches in which whole communities of orc petitioners have sprung up. The soldiers inhabiting these wretched settlements spend their time awaiting the next assault from an enemy tribe.

Gruumsh/Bahgtru/Ilneval: Gruumsh watches over the endless battles on this plane from his Iron Fortress. Within its walls, any orc or orc petitioner gains damage reduction 25/– and spell resistance 30. Gruumsh often wanders the battlefields, aiding one side or another apparently at his whim. The orcs are happy to return the favor by occasionally seeking shelter within his fortress because of its supreme defensive benefits. Sometimes the god allows an army to take cover in his fortress; sometimes he does not. Bahgtru and Ilneval live in Gruumsh's Iron Fortress as well. These two deities fight beside Gruumsh or at his bidding.

Luthic: The Cave Mother dwells in a great cavern below the Iron Fortress, along with the female petitioners of the plane. The females do not participate in the endless warfare above ground, but they do sometimes tend to the wounded in the short time that it takes them to recover.

Shargaas: In a gigantic cavern system elsewhere in Nishrek lives Shargaas. Called the Night Below, this cavern realm is so dark that no creature can see within its blackness. Since Shargaas and all his petitioners have blindsight, however, they can function normally within its depths.

Yurtrus: Fleshslough, a mighty hill standing above the great battlefields, is the realm of Yurtrus. The petitioners of Nishrek whisper that orcs who fight poorly in the nightly battles are sent by Gruumsh to Fleshslough, where Yurtrus frees their spirits from their flesh. This process represents the only meaningful death on Nishrek, and thus it is the one that all orcs fear more than anything.

shadow

Coterminous to and coexistent with the Material Plane, Toril's Plane of Shadow is more than just a transitive plane. While it can be used for travel, it is also the home of two Faerûnian deities, and thus it has some of the characteristics of an Outer Plane. It also holds conduits similar to those found on the Astral Plane that link Toril with other Material Planes and other worlds.

Shadow Traits

The Plane of Shadow has the following traits.

- Magically morphic. Spells such as *shadow conjuration* and *shadow evocation* modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike. The Plane of Shadow is also divinely morphic, allowing the deities who dwell there to shape their realms by mere force of will.
- Mildly evil-aligned.
- Mild faith within divine realms; no faith trait elsewhere.
- Enhanced magic. Spells with the shadow descriptor are maximized, as though the Maximize Spell feat had been applied, though they do not require higher-level spell slots or longer than normal casting times. Furthermore, specific spells are more powerful on the Plane of Shadow than they are elsewhere. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful as the originals (not 60%), and a *shades* spell is 90% as powerful as the original (not 80%).

  Furthermore, within the divine realm of Shar, all enchantment, illusion, and necromancy spells, as well as spells with the darkness descriptor, that are cast by characters with the Shadow Weave Magic feat are maximized and extended, as though the Maximize Spell and Extend Spell feats had been applied. Again, such spells do not require higher-level spell slots or longer than normal casting times.
- Impeded magic. Spells with the light descriptor are impeded. The illumination ranges of all light sources, including spells that produce light, are one-half normal on the Plane of Shadow.

  Within the divine realm of Shar, evocation and transmutation spells are impeded, and spells with the light descriptor do not function at all.

Shadow Links

As a transitive plane, the Plane of Shadow is much like one infinite link. Travelers can enter it from the Material Plane by casting *shadow walk*, or draw its substance into the Material Plane by means of any illusion (shadow) spell. The Plane of Shadow does not connect to the Ethereal Plane, but it does lead to alternate Material Planes.

Shadow Inhabitants

The Plane of Shadow is home to a variety of foul creatures of darkness. Nightshades, undead shadows, and shadow mastiffs are among the native monsters of the plane. The ancient Netherese city of Shade sojourned in the Plane of Shadow long enough to spawn a new race, the shades (detailed in the *Forgotten Realms Campaign*

Setting), and some of these creatures remained in the plane even after the city's return to Faerûn.

Manual of the Planes: Ephemera (all), shadow creature.

Fiend Folio: Darkweaver, shadar-kai, shadurakul (canomorph).

Shadow Petitioners: Petitioners of Shar and Mask that come to the Plane of Shadow look much as they did in life, though their coloration is darker. They have the following special qualities.

Additional Immunities: None.

Resistances: Cold 10.

Other Special Qualities: Darkvision 120 ft., low-light vision, shadow blend.

Shadow Blend (Su): In any conditions other than full daylight, the petitioner can disappear into the shadows, gaining a high degree of concealment (40% miss chance and a +10 circumstance bonus on Hide checks). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

FEATURES OF SHADOW

Most regions of the Plane of Shadow correspond exactly to the descriptions in the *Manual of the Planes* and the *Dungeon Master's Guide.* Only the realms of Mask and Shar are exceptions.

Mask: Shadow Keep, a small castle built of raw shadowstuff, is Mask's realm. The castle is swathed in shadows and almost impossible to see, even up close, against the background darkness of the plane. Only a *daylight* spell or a spell of similar power can make the castle stand out enough to be visible. Mask spends little time even in this excellent hideout, however, because he prefers to move about the planes, thieving and engaging in endless divine intrigue.

Shar: The Mistress of Night dwells in the Palace of Loss, a single tower without windows or doors. Few visitors can figure out how to gain entry or exit, but Shar's petitioners and servants can come and go as they please. The only creatures confined to the palace are those who would miss their freedom the most. This arrangement allows Shar to savor their pain more keenly.

The Supreme Throne

A ruined castle rises above a desolate landscape where the wind's howls can drive one mad. This plane is the realm of the Prince of Lies—the "supreme throne" from which Cyric plans to rule all the planes. The Supreme Throne is as mad as the god himself and nearly as evil. Because the laws of nature and magic follow Cyric's ever-changing whims, the plane itself often seems bent on crushing intruders, particularly those who refuse to bow before the one ruler of this plane.

SUPREME THRONE TRAITS

The Supreme Throne has the following traits.

- Divinely morphic.
- Strongly chaos-aligned and mildly evil-aligned.
- Strong faith. All deities are the enemies of Cyric, so the followers of all other deities take greater penalties in the Supreme Throne.
- Wild magic.

SUPREME THRONE LINKS

The Supreme Throne has no known *portals* to other planes.

SUPREME THRONE INHABITANTS

The inhabitants of the Supreme Throne are as mad as its ruler. Howlers are the favorite creatures of Cyric, and packs of them roam within and just outside his Shattered Castle. Chaos beasts and slaadi also inhabit the Supreme Throne.

Fiend Folio: Demodands (all).

Supreme Throne Petitioners: The petitioners of the Supreme Throne appear much as they did in life, though they are bonier and generally appear more drawn. Their madness is generally plain to see in their eyes. They have the following special petitioner traits.

Additional Immunities: Electricity, sonic.

Resistances: Acid 10, cold 10.

Other Special Qualities: None.

FEATURES OF THE SUPREME THRONE

The only feature of note here is Cyric's castle.

Cyric: The Shattered Castle is Cyric's seat of power. Though it is nothing more than a crumbling ruin yanked from some other plane, the Prince of Lies sees it as a magnificent palace befitting his position as future ruler of the universe. Howlers roam its courtyard and the blasted lands around it, while Cyric himself sits in its highest tower, hatching his mad schemes for planar domination.

Warrior's Rest

The raging chaos of Warrior's Rest erupts in constant battles, random shifts of terrain, and equally wild shifts in battlefield loyalties. Like Clangor and Nishrek, Warrior's Rest is full of petitioners waging war upon each other. Unlike the situation on those planes, however, the petitioners of Warrior's Rest have no constant loyalty, no single affiliation, and no immunity to death. They do regenerate like trolls, and one of the only rules of the constant engagement is that when a warrior falls and rises again, he joins the team that brought him down.

WARRIOR'S REST TRAITS

Warrior's rest has the following traits.

- Highly morphic. Warrior's Rest is constantly changing, though not to the same degree as the plane of Limbo in the D&D cosmology. A given area can react to specific spells or to force of will. Left alone, it shifts slowly but continually. (See Controlling Warrior's Rest, below, for more information.)
- Mildly chaos-aligned. The Red Knight's petitioners, the only lawful creatures on the plane, take some social penalties.
- Wild magic.

WARRIOR'S REST LINKS

There are no known *portals* leading to or from Warrior's Rest.
Controlling Warrior's Rest

The basic terrain of Warrior's Rest is similar to an area of rocky badlands on the Material Plane. A creature with a high Wisdom score can shape the terrain nearby, bringing specific features into being in order to provide cover or other advantages in battle. A character can exert control over an area with a radius of 5 feet per point of Wisdom bonus, centered on herself. Within this area, she can use a full-round action to attempt to create or remove one of the following terrain features. The DC for the required Wisdom check is indicated in each entry.

Berm: Creating or removing a berm (see page 91 of the *Dungeon Master's Guide*) requires a DC 22 Wisdom check.

Bridge: A character can create or remove a bridge of rock 5 feet wide with a DC 22 Wisdom check. A 10-foot-wide bridge requires a DC 25 Wisdom check.

Chasm: Creating or removing a chasm 50 feet deep, 20 feet long, and 15 feet wide (see page 89 in the *Dungeon Master's Guide*) requires a DC 20 Wisdom check. A 100-foot-deep chasm requires a DC 25 check.

Elevation: The character can cause an area equal to or smaller than her zone of control to rise above or sink below the surrounding terrain. Cliffs (Climb DC 15) surround the raised or lowered area. The Wisdom DC is 15 + 2 per 10 feet of elevation.

Rubble: Creating or removing light rubble (see page 91 in the *Dungeon Master's Guide*) requires a DC 18 Wisdom check. Dense rubble increases the DC to 20.

Slope: The character can tilt the land within her zone of control in any direction she desires, regardless of the surrounding terrain. The area still merges seamlessly with the ground outside the zone of control. The Wisdom DC is 15 for a gradual slope (see page 89 of the *Dungeon Master's Guide*) or 20 for a steep slope.

Trench: A character can create or remove a trench (see page 91 of the *Dungeon Master's Guide*) within her zone of control. The Wisdom DC is 12 for a 5-foot-wide trench or 15 for a 10-foot-wide trench.

Warrior's Rest Inhabitants

Many titans are native to the plane of Warrior's Rest, and they join in the great melee with delight. The githzerai have built monasteries amid the roiling chaos of the plane. The petitioners rarely dare to assault these structures because of the eternal death that the monks' *ki* strike (lawful) can impart to them.

Fiend Folio: Khaasta.

Warrior's Rest Petitioners: The petitioners of Warrior's Rest are common soldiers, generals, strategists, barbarian raiders, and other combat-oriented individuals. They appear as they did in the prime of their lives, in the peak of physical shape and glowing with health. They seek union with their deities by participating in endless battles.

Additional Immunities: Acid, fire.

Resistances: Cold 10, electricity 10.

Other Special Qualities: Regeneration 5.

Regeneration (Ex): The petitioners take normal damage from lawful weapons. The will of Tempus can negate any petitioner's regeneration ability, and such a punishment is usually the immediate precursor of a quick and final death. This fate is reserved for those who show cowardice in battle.

Features of Warrior's Rest

Most of Warrior's Rest is an enormous battlefield similar to a rocky desert on Toril. Mesas and buttes tower above the otherwise flat land, and outcroppings of rock jut upward in unusual formations.

Garagos: The Reaver proudly proclaims whatever region of the plane he happens to be on as his own realm of Battle Garde.

The Red Knight: The Lady of Strategy has built a permanent fortress called the Red Tower in Warrior's Rest. It is one of the few stable and permanent features of the plane, and its terrain cannot be controlled by any other creature (except Tempus) within a 1-mile radius of the Tower.

Tempus: The entire plane of Warrior's Rest is considered the divine realm of the Lord of Battles, though he allows the other deities who live here to shape the plane according to their own desires. He can always shape it back easily enough if he wishes.

Uthgar: The Battle Father prefers the colder regions of the plane, which he calls Uthgardtheim. Though cold, these areas are no worse than winter in the North of Faerûn—a far cry from frigid realms such as Loviatar's or Auril's.

Valkur: The realm of the Captain of the Waves is the only one that remains separate from the rest—primarily because its terrain is different. Called Safe Harbor, this realm is a placid expanse of saltwater between the battlefield of the desert and a larger expanse of water where naval battles rage.

other planes

The cosmology detailed in this chapter (and originally presented in the *Forgotten Realms Campaign Setting*) accounts for the homes of the deities in the Faerûnian pantheon, various nonhuman pantheons (dragon, giant, goblinoid, orc, drow, dwarven, elven, gnome, and halfling), and the Mulhorandi pantheon. Toril is also home to a number of additional faiths, and the gods of those faiths live in additional planes connected to Toril. Little is known in Faerûn about most of these planes, and the exact nature of their connection to Faerûn is rather mysterious.

Toril actually connects to several different Astral Planes, each one linking Toril's Material Plane to the outer-planar homes of a different group of deities. These Astral Planes are based on the geographical areas of control held by the different pantheons. The Astral Plane known to characters in Faerûn leads to the planes of the Faerûnian pantheon, as well as the nonhuman pantheons (whose geographical area of control overlaps that of the Faerûnian deities) and the Mulhorandi pantheon. Characters in other areas can enter different Astral Planes with links to the Outer Planes inhabited by their own deities. Ao is thought to supervise the separate Astral Planes just as he adjudicates conflicts between the pantheons.

Zakharan Planes

The Astral Plane of Zakhara connects to the same elemental planes that connect with Faerûn, as well as to a plane where the souls of the righteous are rewarded (the Garden of Delight) and one where the wicked are punished (the Place of Fire). The many genies that are so active in Zakhara live on the elemental planes, while the deities of the Zakharan faiths live either on the Material Plane in Zakhara itself or on some other plane unknown to mortals and unreachable from the Material Plane.

THE SPIRIT WORLD

The Spirit World described in the Appendix in *Manual of the Planes* is coexistent with and coterminous to the Material Plane, but only in Kara-Tur. Each deity of Kara-Tur's Celestial Bureaucracy has a small realm attached to the Spirit World. Because it is a transitive plane, the Spirit World replaces the Astral Plane in Kara-Tur.

Maztican Planes

The Astral Plane of Maztica connects to the planes of the Maztican deities. These planes can be visualized as many planar layers stacked both above and below the earth. Each celestial layer is the home of a deity and a sacred bird; each underworld layer is a challenge for the souls of the dead, who must progress all the way to the bottom layer to find their eternal peace. These planes are populated by outsiders as well as deities.

DEMIPLANES

As in the standard D&D cosmology, the cosmology of Toril is rife with demiplanes—small, homogeneous planes with few inhabitants. Some of these planes were created by powerful spellcasters or psions; others seem to have formed spontaneously. Both Cynosure and the Fugue Plane might be considered demiplanes—in fact, Cynosure is somewhat similar to Common Ground, as described in *Manual of the Planes*. The Random Demiplane Generator in *Manual of the Planes* works as well for demiplanes in Toril's cosmology as it does for the standard D&D cosmology, and the example demiplanes in *Manual of the Planes* could also exist in Toril's cosmology. The malaugryms (described in *Monstrous Compendium: Monsters of Faerûn*) are native to a small demiplane attached to the Plane of Shadow.

LOST PLANES

When deities or entire pantheons die, the planes they called home apparently cease to exist. One theory holds that they simply implode without any divine power to sustain them. Another theory maintains that the Astral Plane expels them, and they drift somehow outside it, severed from their connections to other planes.

The largest of these lost planes is Zigguraxus, former home of the Untheric pantheon. With its demise or disappearance, Tiamat has relocated to Dragon Eyrie. The planes and realms of the dead gods have also vanished from Toril's cosmology. These include Amaunator's Keep of the Eternal Sun, Bhaal's Throne of Blood, Ibrandul's Ibrandyllaran, Leira's Courts of Illusion, and Moander's Offalmound. Occasionally a slain deity's realm is taken over by another deity before it can vanish. This was the case with Myrkul's Bone Castle on the Fugue Plane, which is now inhabited by Kelemvor, who transformed it into the Crystal Spire.

Warrior's Rest

Illustration by Wayne England

CAMPAIGN JOURNAL

The Forgotten Realms setting is a dynamic, ever-changing backdrop for a campaign. Characters and their deeds do not exist in a vacuum, and many events have far-reaching consequences across the length and breadth of Faerûn. Since the official campaign start date of Shieldmeet, 1372 DR, Faerûn has undergone countless changes, including the siege of the elven city of Evereska by the phaerimms, the trapping of Elminster in the Hells, and mysterious silence of the drow's dark spider-goddess. This chapter is intended to serve as an addendum to Chapter 6: History in the *Forgotten Realms Campaign Setting*. The material presented here brings the timeline up to the current campaign date of Kythorn 1, 1373 DR (the Year of Rogue Dragons).

Using the Storyline in Your Game

The recent events in Anauroch, Cormyr, and the Underdark have had several far-reaching effects in Faerûn. The City of Shade's sudden appearance has drastically altered the balance of power on the surface world, and Lolth's silence threatens to do the same to the Underdark. New foes have arisen, and in some cases, the very geography of the continent has been altered. Incorporating these events into your game may seem like a daunting task, but the following notes should give you some ideas on how to go about it.

The first and simplest option is to simply have the events occur "off-screen" during your campaign, exactly as they are described in this chapter and in the novels concerning them. This method works best if your current game is set somewhere well removed from the events in question—after all, PCs usually want to participate in major events that occur in their backyards. But even if you choose to follow this path, be flexible. If your PCs come up with some really ingenious (and plausible) means of lifting the siege of Evereska or preventing the fall of Ched Nasad, let them try it. Otherwise, your players may begin to feel that their characters are little more than spectators.

If you want to allow your PCs to have some impact on the storyline, but still have the events happen more or less as described here, you can design adventures that are tangential to the "main" course of events. For example, the PCs might be asked to lead one of Cormyr's guerrilla attacks against the shades, or they might be hired on as mercenaries to fight in the Battle of Ched Nasad. Since designing a good adventure takes time, though, you might want to ensure that your campaign's date lags a month or two behind the official chronology. This tactic gives you enough lead time to design an adventure and insert it smoothly into the course of campaign events.

Of course, there's no reason you have to stick to the official chronology at all. If you feel so inclined, you are perfectly free to recast the protagonists of the stories as your PCs, or even throw them out altogether. Maybe in your campaign, Shade has succeeded in sending a few dozen infiltrators from the Shadow Plane into Faerûn, but the city itself remains trapped. Or perhaps Corellon Larethian or Lathander has suddenly gone silent rather than Lolth. Ultimately, it's your game, and you should make whatever changes you think will make it more fun and exciting for your gaming group.

Recent Events

Although a great number of events have occurred in the years since the Shieldmeet of 1372, two have had far more impact on Toril as a whole than the others. These events are the return of the City of Shade and the mysterious silence of Lolth, the goddess of the drow.

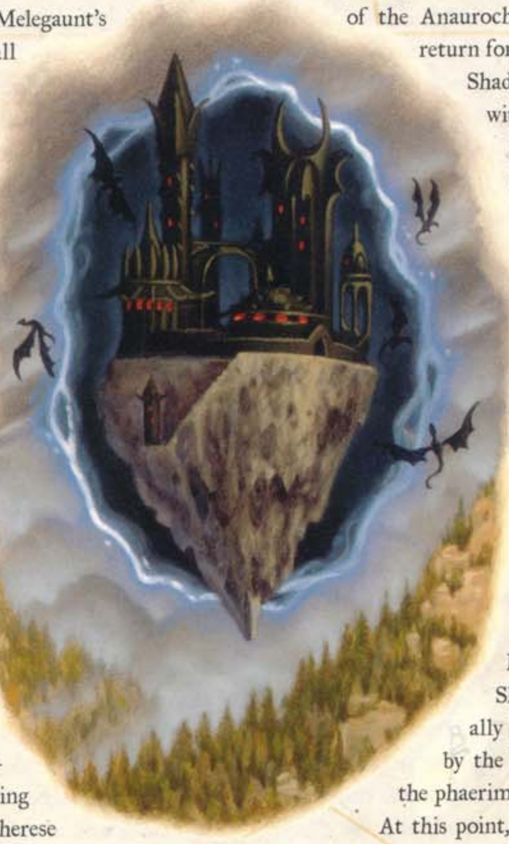
Return of the Archwizards

Late in the winter of 1371 DR, the Year of the Unstrung Harp, a band of Evereskan tomb guardians led by Galaeron Nihmedu discovered a band of humans attempting to dig a tunnel through the rock wall of an ancient elven burial chamber with the aid of a captive beholder. The invaders' purpose was to reach the Sharn Wall, the mystical barrier that kept the phaerimms trapped beneath Anauroch, and rendezvous with a prince of the City of Shade named Melegaunt Tanthul. Due to an unexpected interaction between Galaeron's Weave magic and Melegaunt's Shadow Weave magic, the battle tore a hole in the Sharn Wall, allowing the phaerimms to break through and enter Faerûn in great numbers once more.

Galaeron, Melegaunt, and Vala Thorsdottir, the leader of the human group, warned the Hill Elders of Evereska about the situation, but because they refused to accept Melegaunt's aid, they were unable to repair the Sharn Wall with their high magic. After the first skirmish with the phaerimms left the elves of Evereska soundly defeated, a request for aid was dispatched to Khelben "Blackstaff" Arunsun of Waterdeep.

While Khelben mobilized Waterdeep's forces to come to Evereska's aid, Galaeron, Melegaunt, and Vala traveled to the Temple of Karse in the High Forest, seeking the aid that Melegaunt claimed they could receive from the lich Wulgreth. The trio battled through the phaerimms and their thralls in the High Forest, and over the course of the journey, Galaeron began to learn the mysterious ways of the Shadow Weave. Finally, the three gained access to Karse and the lich Wulgreth—or rather, the *liches* Wulgreth. In fact, two beings by that name had established themselves in Karse over the millennia. After battling the liches, the group succeeded in summoning two of the Princes of Shade and acquiring the Karsestone, a potent artifact of Netherese magic that Melegaunt hoped could return Shade to Faerûn. Although Melegaunt himself was slain by the second Wulgreth, Galaeron completed the incantation and summoned the City of Shade back from the Shadow Plane.

Meanwhile, Khelben Arunsun led a contingent of Waterdhavian and elf soldiers to Evereska in hopes of establishing a *portal* through which to move a larger army. The expedition suffered heavy losses in a battle with the phaerimms and their thralls on the High Moor, but the troops managed to arrive in time to aid the Swords of Evereska. But the aid came too late, and Rocnest was lost to the phaerimms. Worse, Aubric Nihmedu, the Blade-Major of Evereska, was slain during the battle.



Return of the archwizards

Illustration by Ben Thompsenn

Once Shade returned to Faerûn, the Shadovar acted quickly to consolidate their power and oppose the phaerimms that had already laid siege to Evereska. The Princes of Shade first used their shadow magic to create a powerful shell of shadow, which cut off the phaerimms around Evereska from the magic of the Weave. Though this tactic weakened the monsters, they were still strong enough to maintain the wall of dead magic that prevented all communication with Evereska, and the wall itself leached the vitality out of the lands around the Fortress Home, dangerously weakening its *mythal*.

The Shadovar wasted no time securing allies in the war against the phaerimms, sending emissaries to most of the major powers in the region. Waterdeep, while suspicious of the Shadovar's motives, reluctantly agreed to work with the City of Shade, albeit temporarily. Even the dracolich Malygris, the Blue Suzerain of the Anauroch, agreed to aid the City of Shade in return for freedom from the Cult of the Dragon. Shade troops, moving through shadows with their strange magics, engaged the phaerimms in several skirmishes and won—it seemed apparent that Shadow Weave magic was the greatest weakness of phaerimms. Even when the phaerimms attacked the very heart of Shade itself, the Shadovar's potent magics defeated them.

The next major engagement of the war came at the Winding Water, when a Waterdhavian relief army traveling to Evereska under the command of Laeral and Storm Silverhand was ambushed by a force of bugbears, beholders, and mind flayers led by a small group of phaerimms. Though it seemed certain that the Chosen of Mystra would go down in defeat, the Shadovar called in the services of their ally Malygris, and a Flight of Dragons, led by the Blue Suzerain himself, descended upon the phaerimms' forces and tore them apart.

At this point, the suspicions the Waterdhavians held about the Shadovar came to a head, causing the weak alliance that the cities shared to falter. Brian the Swordmaster, one of the Masked Lords of Waterdeep, insulted Prince Aglarel of Shade when the latter appeared before the leaders of the city to assure them that the dragons presented no threat to the Waterdhavian relief army. Incensed by the lord's accusations of treachery, and insulted by Piergieron the Paladinson's refusal to demand an apology, Aglarel withdrew Shade's offer of a formal alliance and rescinded the city's promise of any further aid to Waterdeep.

The shades then turned their attention to the ruins of Myth Drannor, which had long been home to a small enclave of phaerimms. The Shadovar covered the ruined city with a blanket of pure shadow and sealed it off to ensure that the phaerimms could not flee. Once the ruins were secure, the forces of Shade began a slow, brutal cleansing of the ruins, working to destroy all the phaerimms that dwelt there.

Despite the withdrawal of Shade's assistance, Laeral's army reached Evereska and camped just outside the Fortress Home's boundaries. Laeral Silverhand and Khelben Arunsun, reunited once more, prepared for the coming conflict, but the battle found them instead. Thanks to the withdrawal of Shade's forces and the apparent failure of the scrying amulets worn by the army's sentries, the phaerimms managed to slip in among the troops under the cover of invisibility and use their mind-affecting magic to turn the soldiers against one another. Though Laeral perceived what was happening and managed to rally the troops, the damage had already been done. The defenders of Evereska suffered a severe defeat and were forced to retreat and regroup, and Laeral herself lost an arm in the battle, proving that even the Chosen of Mystra are not invulnerable.

Meanwhile, Princess Alusair of Cormyr was entertaining Shadovar emissaries and considering the benefits of a possible alliance between the Forest Kingdom and the City of Shade. But any possibility of such an alliance was destroyed by the unexpected arrival of Galaeron Nihmedu. Though still struggling for control over the dark side of his nature that his practice of Shadow Weave magic had unlocked, the young elf bore proof that the Shadovar were using potent magic to melt the High Ice, with the intention of rendering Anauroch fertile. When it became clear that the Shades cared nothing about the years of flooding and starvation that this action would bring about in the rest of Faerûn, the Steel Regent ordered the emissaries to leave Cormyr and began organizing an alliance to attack Shade directly. Guided to the floating city by Galaeron and a Bedine witch named Ruha, Cormyr's Royal Magician, Caladnei, established a base camp in a defensible network of canyons below the city.

Aware that Cormyr was preparing for an assault on their city, the Shadovar gathered as many of their troops as they could spare and marched on Cormyr itself. The Cormyrans, thanks to the magical capability of the former Royal Magician Vangerdahast, were ready for the Shades and met them at Tilverton. During the ensuing battle, Vangerdahast released a potent magical weapon against the Shade army, hoping to gain an edge in the coming war. Unfortunately, the interaction of this weapon with the Shadow Weave magic of the Shade army released a spectacular surge of energy that utterly destroyed Tilverton.

In the months that followed, the alliance fared little better. Bereft of the Shadow Weave magic of the Shades, Cormyr and its allies were largely unsuccessful in their engagements with both the phaerimms and the Shadovar. With their economies crippled and their soldiers going hungry because of the weather disruptions created by the melting of the High Ice, the alliance was unable to confront Shade in any meaningful way. When the phaerimms demonstrated that they could easily infiltrate the alliance's war council and dominate its leaders, the morale of the allies dropped even more. Surprisingly, the phaerimms then offered an unusual proposition. If the allies would agree to leave Evereska and its *mythal* to them, the phaerimms would come to their aid against Shade. Needless to say, Alusair refused, but the phaerimms, determined to force the issue, chose to demonstrate the "wisdom" of such an alliance by destroying one of the shadow blankets that was melting the High Ice.

In Evereska, meanwhile, the situation remained uncertain. The Waterdhavian relief army continued to push toward the city, while the inhabitants of Evereska grimly held off the siege. The situation began to look up when the mysterious "shadow shell" of the shades finally fell. Though this event restored much of the phaerimms' power, it also invigorated the ailing *mythal* and improved the elves' morale immeasurably.

Back in Cormyr, Galaeron Nihmedu, his stone giant companion Aris, and Storm Silverhand hatched a daring plan to bring the City of Shade down—literally. They hoped to infiltrate the city with several of the Chosen of Mystra, find their way to the floating city's *mythallar*, and destroy it, which should cause Shade to simply fall from the sky. With Shade removed from the equation, the rest of Faerûn could then unite against the phaerimms and eliminate them once and for all. Using bizarre but powerful magic, the five Chosen (Khelben Arunsun, Storm Silverhand, Laeral Silverhand, Dove Falconhand, and Alustriel Silverhand) shrank themselves down to minuscule proportions and allowed Galaeron and Aris to swallow them so that they could enter Shade undetected. The plan was successful—Galaeron and Aris were captured by the Blue Suzerain and brought back to Shade shortly after they "secretly" left Cormyr. But although the Chosen of Mystra managed to gain access to Shade's *mythallar* and actually damage it, they were unable to bring the

Lolth's silence

Lolth's sudden disappearance from the hearts of her priestesses has baffled and frightened the drow. But what does this event mean for your campaign?

In game terms, any divine spellcaster whose patron deity is Lolth cannot prepare new spells on a daily basis. (If such a character somehow still has spells prepared from prior to the 28th of Eleasias, she may cast these normally.) Likewise, the character cannot rebuke undead or access spell-like or supernatural abilities gained from any divine spellcasting class or prestige class whose requirements specify Lolth as a patron deity. Magic items, including spell trigger and spell completion items, still function normally, but since Lolth's worshipers cannot cast spells, they also cannot create new magic items.

The drow are not the only ones affected by Lolth's silence. Beings of any race that worship the Spider Queen also find themselves bereft of the goddess's favor.

floating city down. Nevertheless, the attack was a partial success. The loss of the Karsestone during the chaos of the battle at the *mythallar* ensured that the Shadovar could not create any more of their shadow blankets to continue the melting of the High Ice.

After regrouping from the assault on Shade, Galaeron and the Chosen of Mystra determined that their energies would be best spent against the phaerimms that had, by now, breached Evereska's *mythal*. Guided by the knowledge of the phaerimms that Galaeron had received from Melegaunt Tanthul before his death, the defenders of Evereska devised a desperate plan to restore the damaged *mythal* and drive the phaerimms from Evereska once and for all. Though the battle was hard-fought, a coalition of High Mages from Evermeet and Evereska managed to complete the repairs to the city's mystical defenses. But because Galaeron had to step in during the process and take up the role of a slain High Mage, the new Evereska *mythal* was the first of its kind to be formed of both Weave magic and Shadow Weave magic.

Once the *mythal's* protective wards were active once more, the final battle in the siege of Evereska quickly became a rout. With the phaerimms' army broken and Shade crippled by its battles with both the phaerimms and the allied nations of Faerûn, the continent has settled back into an uneasy peace. The return of the archwizards, as the bards have already dubbed this series of events, has left much of the Heartlands region in disarray. Evereska's army is all but totally depleted, Cormyr is still reeling from the loss of Tilverton and the aftershocks of King Azoun IV's recent death, and virtually every nation in the region is now facing a severe drought and an economic crisis. Given the Shadovar's tenacity, it seems unlikely that this temporary peace can last much longer.

The War of the Spider Queen

Deep beneath the surface of Faerûn, in sunless caverns ruled by the dark and twisted drow, a staggering event occurred late in the summer of 1372 DR. Lolth had always been a fickle patron, often abandoning one of her servants for days or tendays at a time because of some perceived slight, but in the waning days of the month of Eleasias, the high priestesses of Menzoberranzan came to a startling realization—their goddess had completely abandoned them. Lolth granted no spells, answered none of her clergy's prayers, and sent no signs to show her pleasure or displeasure. The Matron Mothers, while undeniably worried, merely assumed that they had in some way offended the Spider Queen. So they made the proper sacrifices, performed rituals of atonement, and waited for the goddess to restore her favor.

When autumn came and Lolth's clerics were still unable to call upon the Spider Queen's blessings, they began to grow nervous. Adding to their concern was the fact that several dozen male drow of various Houses had simply vanished. Though it was not uncommon for drow males to desert their families and join one of the minor merchant clans or the Bregan D'aerthe mercenaries, these males had simply disappeared. The Matron Mothers suspected that they must have had some knowledge of Lolth's silence—after all, why else would they dare to risk the priestesses' wrath?

The Matron Mothers were not the only ones to notice this sudden exodus. Gromph Baenre noted the disappearance of the males, and despite the warnings of the Matron Mothers, he commanded Pharaun Mizzrym, a Master of Sorcere, to investigate the matter. Pharaun viewed the assignment as a death trap, since he knew that Gromph would have him slain if he failed and the priestesses would doubtless do the same to keep Lolth's disappearance a secret if he succeeded. Even so, he had no real choice but to agree. Realizing that he would need significant aid in this task, the drow wizard turned to his friend Ryld Argith, a Master of Melee-Magthere. Though Ryld was understandably reluctant, he was also extraordinarily bored and discontented with his life at Menzoberranzan's dueling academy, so he allowed Pharaun to talk him into joining the investigation.

While the pair searched for leads in the lower levels of Menzoberranzan, even more plots were brewing in the higher halls of power. Gromph Baenre, seeking to undermine his sister Quenthel's position as Mistress of Arach-Tinilith, sent several demonic assassins in the guise of sendings from Lolth to murder her—or at least to convince the other priestesses that the Spider Queen was displeased with Quenthel. Faeryl Zauvirr, an ambassador from the drow city of Ched Nasad, was falsely accused of treachery, imprisoned, and tortured for attempting to leave the city and discover why Ched Nasad had sent no word and no caravans to Menzoberranzan since Lolth had suddenly gone silent.

After a significant amount of digging in the seediest sections of Menzoberranzan, Pharaun and Ryld discovered that the missing drow males were working with an alhoon (an undead mind flayer) to spark a slave uprising that would bring the city to its knees. Although the alhoon was successful in instigating the rebellion, Menzoberranyr troops were able to put down the uprising, and Pharaun and Ryld slew the creature.

Not entirely convinced that Lolth's silence and the alhoon's slave uprising were unrelated, Triel Baenre, the Matron Mother of House Baenre, ordered her sister Quenthel to lead an expedition to Ched Nasad to determine why the City of Glimmering Webs had fallen out of contact. Pharaun, Ryld, Faeryl Zauvirr, and Triel's draegloth son Jeggred traveled with Quenthel, and the mercenary scout Valas Hune served as guide.

The band wasted no time setting out from Menzoberranzan, but the road was far from an easy one. Before reaching Ched Nasad, the drow had to pass through the ruins of Ammarindar below Hellgate Keep, battling Kaany Vhok's tanarruks the entire way. While traveling through Ammarindar, Pharaun managed to attract the interest of Aliisza, Vhok's half-succubus consort and aide.

Once they reached Ched Nasad, the situation improved very little. Though Lolth's silence had not become public knowledge in the City of Glimmering Webs, there was a definite sense of unrest among the city's population—no doubt caused largely by the fact that the Menzoberranyr had unwittingly arrived at the outset of an attempted coup. The heads of several smaller Houses of Ched Nasad, seeing Lolth's silence as an opportunity to improve their lot in life, hired a band of duergar mercenaries to assault the city. In the confusion, the drow nobles hoped to seize the reins of power themselves.

More intrigue followed the group when Quenthel Baenre and Jeggred attempted to fulfill their secondary mission—securing a caravan of goods from a merchant company owned by the Baenre family. Faeryl Zauvirr betrayed the Mistress of Arach-Tinilith, taking both her and Jeggred prisoner and using the goods to help fund her mother's rebellion. The conspirators then attempted to capture Pharaun, Ryld, and Valas Hune, but their plans went awry when the duergar mercenaries began their attack on the city. In the ensuing confusion, the Menzoberranyr managed to fight their way free of their captors, recover Quenthel and Jeggred, and slay the traitorous Faeryl while the city burned around them.

Unfortunately, the battle for Ched Nasad went considerably differently than the conspiring houses had anticipated. The duergar mercenaries employed an alchemical substance that burned the very stone from which Ched Nasad had been carved, and they used it perhaps too vigorously during the battle. Between the duergar's stonefire and the defending drow's battle magic, Ched Nasad was destroyed. The Menzoberranyr barely managed to escape through a *portal,* along with two refugees from Ched Nasad—Halisstra Melarn and her battle-captive Danifae. The exact number of survivors from Ched Nasad's fall remains uncertain, but given the total annihilation of the city, it seems unlikely that any more than a few hundred might have escaped alive.

The *portal* through which the Menzoberranyr escaped led to an ancient Netherese ruin in Anauroch. After some debate, and a fierce battle with the lamias that inhabited the ruin, the intrepid

Timeline

This timeline covers all the events described in this chapter. For more details, you may want to read the *Return of the Archwizards* novel trilogy and the *War of the Spider Queen* series.

Date	**Event**
1371	
20 Nightal	The Sharn Wall is breached, and the phaerimms return.
26 Nightal	Khelben Arunsun leads Waterdhavian forces to Evereska to establish a *portal* through which to send a relief army.
28 Nightal	Khelben Arunsun's forces clash with the phaerimms on the High Moor.
30 Nightal	The Battle of Rocnest is the first major battle in the siege of Evereska. Aubric Nihmedu dies in battle.
1372	
1 Hammer	Shade returns to Faerûn.
26 Tarsakh	The Shadovar create the shadowshell and lay it over the phaerimms surrounding Evereska.
15 Mirtul	The Waterdhavian relief army bound for Evereska encounters major resistance at the Winding Water. The timely arrival of Shade's blue dragon allies turns the tide of battle.
	Shade rescinds its offers of alliance to Waterdeep.
19 Mirtul	The Shadovar begin their campaign to eradicate the phaerimms from Myth Drannor.
21 Mirtul	Galaeron Nihmedu arrives in Cormyr, bearing proof that the Shadovar are melting the High Ice and crippling the Heartlands.
27 Mirtul	Tilverton is destroyed.
7 Flamerule	Phaerimms infiltrate Alusair's meeting and offer a truce.
10 Flamerule	The shadowshell surrounding Evereska falls.
21 Eleasias	A few Chosen of Mystra attack Shade's *mythallar.*
	Evereska's *mythal* is reestablished, and the phaerimms are driven out of the city.
28 Eleasias	Lolth falls silent.
13 Marpenoth	Gromph Baenre orders Pharaun Mizzrym and Ryld Argith to investigate missing drow males.
	The first of several demonic assassins is sent after Quenthel Baenre.
20 Marpenoth	Drow soldiers put down a slave rebellion in Menzoberranzan.
26 Marpenoth	Quenthel Baenre and her company set out for Ched Nasad.
3 Uktar	House Zauvirr takes Quenthel Baenre captive.
	Ched Nasad is destroyed during an attempted coup.
4 Ukta	Quenthel Baenre and her band begin searching for Vhaeraunite priests.
15 Ukta	The siege of Menzoberranzan begins.
16 Ukta	Quenthel Baenre and her company reach the Demonweb Pits and witness Vhaeraun's attacks on Lolth.
	Selvetarm attacks Vhaeraun in the Demonweb Pits, and both gods plummet into the darkness.

band elected to seek out a priest of Vhaeraun, in the hopes that another god might be able to discover what had become of Lolth. After a long journey through the Shadow Plane and the gray dwarf city of Gracklstugh, the Menzoberranyr made their way to Cormanthyr, where a large contingent of male drow who worshiped the Masked Lord had set up a settlement. In return for recovering an ancient magic tome from a beholder lairing nearby, the head Vhaeraunite priest agreed to transport the Menzoberranyr to the Demonweb Pits, so that they might attempt to locate the goddess and question her more directly.

While the Menzoberranyr and their Vhaeraunite guide traveled astrally to the Demonweb Pits, Menzoberranzan itself faced a sudden three-pronged attack. A secret society of drow males called the Jaezred Chaulssin had discovered Lolth's absence shortly after the priestesses themselves had. Since then, members of this group had been acting behind the scenes to fulfill their goal of overthrowing the matriarchal drow society and replacing it with a hierarchy of their own. The Jaezred Chaulssin had been behind Menzoberranzan's slave uprising, and its members had inadvertently helped cause the destruction of Ched Nasad. Now, with an army of gray dwarf mercenaries and Kaanyr Vhok's tanarruks in their employ, the males laid siege to Menzoberranzan. Through treachery and betrayal from within the city, they scored a great victory against the Menzoberranyr, though they were unable to take the city as they had planned.

Meanwhile, in the Demonweb Pits, a second threat to the drow way of life manifested itself. The Vhaeraunite priest did indeed manage to guide the Lolth-worshipers to the very heart of the Spider Queen's realm, and they found Lolth's apparently insensate form at the nadir of the pit. The Vhaeraunite, however, had planned betrayal from the start. Using his magics, he created a *gate* and summoned Vhaeraun himself, who attacked the apparently comatose Lolth and injured her terribly. The drow god Selvetarm, drawn by the attack on his queen, appeared and attacked Vhaeraun. The two gods battled, then plummeted from the webs on which they fought into the emptiness below. What effects, if any, this event may have on worshipers of either god remains unknown.

Plots and Rumors

The following adventure hooks are designed to take advantage of the recent events surrounding the return of Shade and Lolth's sudden silence. As DM, you can tailor these ideas appropriately to fit your own campaign.

Stormy Weather: Although the Shadovar were thwarted in their efforts to melt the High Ice and irrigate the Anauroch, they haven't given up on restoring the region to its former fertility. The Princes of Shade have begun to pursue dangerous alliances with the churches of Talos and other malign deities of storms and weather. With their mastery of the Shadow Weave, they plan to alter Faerûn's weather patterns radically. If they succeed in bringing significant rain to the Anauroch, severe droughts will occur across the North and as far south as Amn and Tethyr.

The Silver Mythal: Not all of the phaerimms who besieged Evereska were destroyed. A handful were simply driven off, and now some of those fugitives have found their way as far north as the Gem of the North—Silverymoon itself. Eager to feast upon the city's near-*mythal,* the phaerimms have resorted to mind control and beguiling to set the leaders of Silverymoon at each others' throats, hoping to weaken the city enough that they can devour the city's wards.

New Tilverton: Ever a hardy and pragmatic people, the Cormyran peasants have begun to build a new town a few miles away from the shadowy crater that marks the grave of Tilverton. Recently, though, some strange beast has begun stalking the villagers by night, dragging them away from their homes and leaving their maimed bodies on the road to the site of old Tilverton. Is this some new ploy of the Shadovar, or something that came out of the darkness that engulfed Tilverton? Or could it be something else altogether?

Drow in the Forest: Since the Spider Queen's sudden silence, many more drow males have flocked to the surface colonies in Cormanthyr, seeking a better life than the harshly matriarchal society of the Underdark drow can offer. This influx has strained the resources of the church of Eilistraee, and its clergy entreat the PCs to help them keep the uneasy peace between the newly arrived drow and the surface elves.

The Ruins of Ched Nasad: In the Underdark, space is always at a premium, so it seems unlikely that the ruins of Ched Nasad will remain vacant for long. Some sort of powerful monster, such as a deep dragon, might choose to lair amid the rubble, or an Underdark race such as the kuo-toa or the mind flayers might establish a colony in the canyon, seeking a good beachhead from which to attack Menzoberranzan.

Havoc on the Planes: The battle between Vhaeraun and Selvetarm might at any time spill out of the Demonweb Pits and into the rest of the multiverse. The titanic forces brought to bear as the two divinities battle cause the edges of the various planes to fray and bleed together. The PCs must find a way to reverse this process before something very unpleasant happens—such as the edge of the Nine Hells bleeding right into Faerûn. This adventure hook would be best suited for high-level characters.

APPENDIX: EXPANDED PLAY

This appendix presents Faerûn-specific material for use with the *Psionics Handbook, Book of Exalted Deeds,* and *Book of Vile Darkness.*

psionics in faerûn

Because magic is so prevalent in Faerun, the mental powers known as psionics have never played an important role in its lore. Today in Toril, most people regard psionics as an ability possessed only by specific monsters, such as mind flayers and rakshasas. But in truth, anyone sufficiently dedicated can learn to wield psionic powers.

psionics and the weave

Unlike spells, which derive their power from Faerûn's Weave (or the Shadow Weave), psionic ability taps only the inner reservoirs of the manifester. In a sense, each psionic creature is its own Weave, using the magic of its own lifeforce and mind to create psionic effects. Mystra and Shar have no ability to deny psionic creatures access to powers, and they do not control the promulgation of psionic lore and ability throughout the populace of Faerûn.

While psionics does not require the Weave to function, psionic powers are magical in nature. Spells such as *detect magic* can also detect psionic abilities at work, and spells such as *dispel magic* or *antimagic shell* can negate, suppress, or completely cancel psionic manifestations. In Faerûn, psionics and magic are not transparent to each other; they interact exactly as magic interacts with other magic.

psionic organizations

Often mistaken for reclusive orders of diviners, enchanters, or other arcane spellcasters, psionic organizations are uncommon in Faerûn. Most of those described here are secretive (or at least circumspect) and small.

THE KALIESH'ERAI

Based in the elven city of Evereska, the Kaliesh'erai is a loose association of elves who have a measure of psionic ability. Because many of them have been honing their mental powers for centuries, the Hall of the Kaliesh'erai is one of the greatest stores of psionic knowledge in all of Faerûn, and it is almost certainly the greatest center of such lore beyond the reach of the mind flayers.

Many members of the Kaliesh'erai spend their time in serene contemplation of their gifts, but a faction within the group has become fascinated with psionic items. As a result, the members of the Kaliesh'erai are so keen to acquire more such items that they will happily buy them or trade for them with any visitors to Evereska. A subbasement in the hall of the Kaliesh'erai contains many laboratories and vaults that hold psionic items ranging from simple power stones to great psicrowns and crystal capacitors. Some say it also holds prison cells where the Kaliesh'erai keep monsters with psionic powers for study.

Campaign Hooks: You can adapt any of the following hooks to draw the characters into contact with the Kaliesh'erai.

- Elf and half-elf characters with psionic classes might have been trained by the Kaliesh'erai.
- PCs who come across a psionic item they can't use might seek a buyer for it in Evereska.
- The Hall of the Kaliesh'erai's basement makes a tempting target for thieves—or perhaps a group trying to rescue an imprisoned couatl, rakshasa, or yuan-ti.
- By accident or design, thieves in the Kaliesh'erai's basement might set free some of the creatures held captive there to wreak havoc on the city.

STRAY THOUGHTS

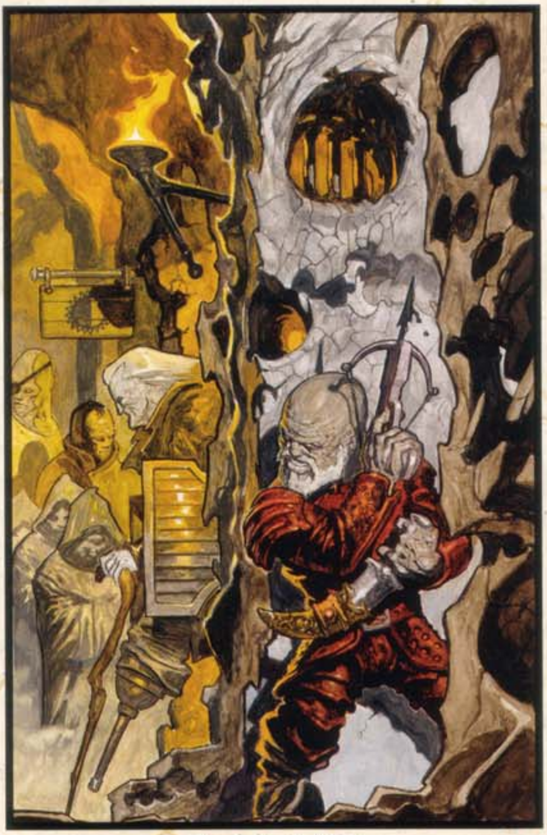
Led by Jacenelle Traen (a 16th-level female human wilder), the Stray Thoughts is a Sembia-based adventuring company with about two score members, all of whom have at least some psionic power. The members of the Stray Thoughts call a seemingly rundown manor on the outskirts of Selgaunt home, but three-quarters of them are off on missions at any given time.

The membership of the Stray Thoughts tends to be rather stable because replacement members are so difficult to come by. Members of the group get access to the Selgaunt manor, which is actually an effective stronghold warded by an array of psionic traps but disguised to look decrepit. Jacenelle herself is there about half the time, organizing groups to take on jobs ranging from caravan guard to private investigator (often of merchant activities and court intrigues). She's generally willing to manifest her powers on the behalf of Stray Thoughts members.

Jacenelle is keen to expand the Stray Thoughts, especially beyond the boundaries of Sembia. Becoming a member of the organization is as simple as excelling during a probationary mission assigned by Jacenelle. She always instructs a senior member of the group to monitor probationary members surreptitiously, paying close attention to their professionalism.

Campaign Hooks: You can adapt any of the following hooks to draw the characters into contact with the Stray Thoughts.

- The PCs might find themselves working at odds with a group of Stray Thoughts members, and a rivalry (good-natured or otherwise) might develop.
- A psionic character might take on a probationary mission from the Stray Thoughts, hoping to become a member.
- Jacenelle might ask higher-level PCs to establish a Stray Thoughts chapter house in another part of Faerûn.



Forak-Erach-Naek

Illustration by Rafa Garres

FORAK-ERACH-NAEK

This group of duergar soulknife/assassins is among the more feared organizations in the Underdark. The members of the Forak-Erach-Naek ("Empty-Scabbard Killers" in an obscure Dwarven dialect) are assassins for hire willing to work for any patron who can meet their price in gold.

The location of Forak-Erach-Naek's headquarters is a closely guarded secret, but would-be employers know that the Cave of Twelve Teeth, on the shores of the Darklake near the duergar metropolis of Gracklstugh, is the place to hire a Forak-Erach-Naek assassin.

Campaign Hooks: The most obvious way to introduce the Forak-Erach-Naek into your campaign is to use one of its members as an antagonist. You can adapt any of the following hooks to draw the characters into contact with the Forak-Erach-Naek.

- Some dark power took out a contract on one or more PCs.
- The PCs are assigned to guard an important personage marked for death by the Forak-Erach-Naek.
- The Forak-Erach-Naek has recently expanded its services to include kidnapping for ransom. A rescue mission to free a captive in the secret fortress of this organization would be an appropriate challenge for a high-level party.

THE COLLEGE OF THE ECLIPSE

Headquartered in the Tethyrian metropolis of Riatavin, this society is dedicated to the advancement of psionic abilities. The College of the Eclipse operates openly from its fortresslike headquarters. Most Tethyrians believe that it's just another esoteric order of arcane spellcasters, and its members encourage that misconception. The college administers entrance exams designed to identify psionic aptitude to anyone who requests entrance, and it offers inexpensive basic training in the Art. More advanced students can also rent living quarters and access to the college's laboratories and libraries to.

A graduate of the basic course is equivalent to a 1st- or 2nd-level psion and is called a fellow. Almost all fellows of the college work in government or the skilled trades. Graduates often find work as oracles, sages, or advisors to government officials or trading companies. Almost all are psions, although at least two of the college's instructors are wilders.

The seven regents of the college (all high-level psions) are making increasing efforts to keep tabs on the colleges' fellows. They're concerned about the public perception of psionics, and they don't want wayward psions making life more difficult for students of the Art.

Campaign Hooks: You can adapt any of the following hooks to draw the characters into contact with the College of the Eclipse.

- A character who is ready to take a level in a psionic class can study for a few tendays at the college, paying for tuition but receiving psionic items as awards and graduation gifts.
- The regents might hire adventurers to investigate or apprehend a psionic graduate who's turned to evil.
- A conventional wizard's guild in Riatavin might hire PCs to infiltrate the College of the Eclipse and learn the secrets of its "strange magic."

THE HALL OF MENTAL SPLENDOR

Beneath Waterdeep, in the sinister town of Skullport, stands a small keep known as the Hall of Mental Splendor, which is home to a group of psionic spies-for-hire. Run by Vhondryl (a 14th-level female human psion), the Hall of Mental Splendor provides "discreet espionage services" for many of the factions vying for power in the city above. Vhondryl is aggressively trying to get more jobs from clients outside Waterdeep because she realizes that each job creates a potential enemy, and she'd rather not have her enemies living right above her.

Many of the higher-level agents of the Hall of Mental Splendor are cognition thieves (see below). Until about a month ago, Vhondryl kept a number of dopplegangers in her employ. But after a heated dispute over a mission gone badly, all of them walked out together. Since then, Vhondryl has been actively seeking agents who have access to *polymorph* or other shapechanging magic, or even superlative Disguise skills.

Campaign Hooks: You can adapt any of the following hooks to draw the characters into contact with the Hall of Mental Splendor.

- An NPC who's tagging along with the characters might be an agent of the Hall of Mental Splendor who has been assigned to keep its members under surveillance or sabotage their efforts.
- The PCs might become "subcontractors" of the Hall of Mental Splendor, especially for missions beyond the walls of Waterdeep.
- If the PCs are chasing a doppelganger enemy, his trail might take them to Skullport, where they must contend with Vhondryl and the Hall of Mental Splendor.

psionic prestige classes

All the prestige classes in the *Psionics Handbook* are appropriate for use in Faerûn. In addition, the following prestige class is available for characters of Toril.

cognition thief

These psionic agents of espionage specialize in delving deeply into the minds of their targets to steal their very thoughts—and sometimes the ability to reason as well. They appear unassuming, using neither powerful weapons nor flashy spells to achieve their goals. But a cognition thief's subtle ability to worm her way into a target's very consciousness makes her the ultimate secret agent.

Cognition thieves almost always come from the ranks of psions or wilders, although sometimes a monster with the psilike ability to emit a psionic blast becomes a cognition thief. Psions with the telepath discipline are particularly prevalent.

Cognition thieves have all received training in Skullport's Hall of Mental Splendor (see above). Most still work for that group of mercenary spies-for-hire, but some have since retired or severed ties with the Hall.

Hit Die: d4.

REQUIREMENTS

To qualify to become a cognition thief, a character must fulfill all the following criteria.

Skills: 5 ranks each in any two of the following skills: Bluff, Disguise, Gather Information, Open Lock.

Feat: Inquisitor (*Psionics Handbook*).

Psionics: Able to manifest the *psionic blast* power (*Psionics Handbook*).

CLASS SKILLS

The cognition thief's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Psicraft (Int), Sleight of Hand (Dex), Sense Motive (Wis), and Stabilize Self (Con). See Chapter 4: Skills in the *Player's Handbook* and Chapter 2: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the cognition thief prestige class.

Weapon and Armor Proficiency: Cognition thieves are proficient with all simple weapons and light armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Power Points per Day/Powers Discovered: At 2nd, 3rd, 5th, 6th, 8th, and 9th level, the character gains new power points per day (and powers discovered, if applicable) as if she had also gained a level in a psionic class she belonged to before she added the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic feats or item creation feats, hit points beyond those she receives from the prestige class, and so on). She does gain the following benefits: an increased effective manifester level, additional power points, and effective additional levels for psicrystal powers (if a psicrystal is owned). This essentially means that she adds the level of cognition thief to the level of some other psionic class the character has, then determines power points per day, powers discovered, and manifester level accordingly.

If a character had more than one psionic class that before she became a cognition thief, she must decide to which class she adds each level of cognition thief for the purpose of determining power points per day and powers discovered.

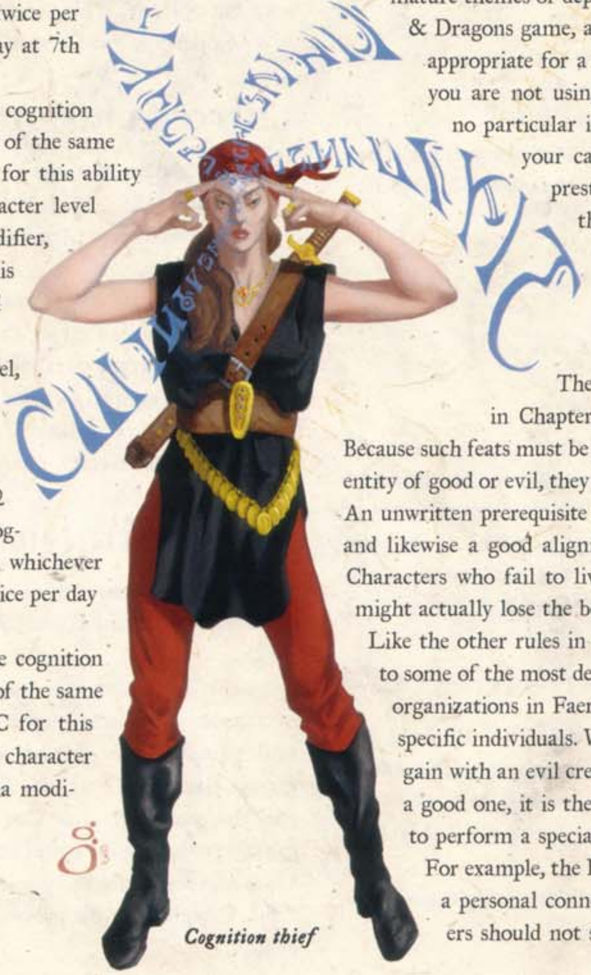
Bonus Powers Known: At 1st, 4th, 7th, and 10th level, the cognition thief learns two new powers chosen from the telepath discipline. She can choose any power from the list that she would be able to manifest. Even cognition thieves who manifest their powers as wilders can choose from the telepath discipline list, which is otherwise forbidden to them. These powers are acquired through personal meditation, just as the new powers learned at each level in a base psionic class are. Thus, they take no time and cost no XP to learn.

***Read Thoughts* (Sp):** At 1st level, the cognition thief can use *read thoughts* (as the psionic power of the same name) once per day. The save DC for this power is 10 + 1/2 cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher. She can use this power twice per day at 4th level, three times per day at 7th level, and at will at 10th level.

***Confusion* (Sp):** At 4th level, the cognition thief can use *confusion* (as the spell of the same name) once per day. The save DC for this ability is 10 + 1/2 cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher. She can use this power twice per day at 7th level and three times per day at 10th level.

***Mind Probe* (Sp):** At 7th level, the cognition thief can use *mind probe* (as the psionic power of the same name) once per day. The save DC for this power is 10 + 1/2 cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher. She can use this power twice per day at 10th level.

***Insanity* (Sp):** At 10th level, the cognition thief can use *insanity* (as the spell of the same name) once per day. The save DC for this ability is 10 + 1/2 cognition thief's character level + cognition thief's Int or Cha modifier, whichever is higher.



Cognition thief

Illustration by Randy Gallegos

Exalted Deeds and Vile Darkness

Book of Vile Darkness and *Book of Exalted Deeds* introduce mature themes of depraved evil and lofty good to a Dungeons & Dragons game, and some of these themes might also be appropriate for a FORGOTTEN REALMS campaign. Even if you are not using those books in your game and have no particular interest in bringing mature themes into your campaign, you can still make use of the prestige classes, feats, and other material in this section, adjusting the prerequisites as needed.

Feats

The feats in this section (as opposed to those in Chapter 1) are all either vile or exalted feats. Because such feats must be granted to a character by some powerful entity of good or evil, they are essentially supernatural in character. An unwritten prerequisite for every vile feat is an evil alignment, and likewise a good alignment is required for every exalted feat. Characters who fail to live up to the ideals of their alignments might actually lose the benefits of their vile or exalted feats.

Like the other rules in this chapter, the new feats here are tied to some of the most deeply evil or profoundly good entities and organizations in Faerûn, including deities, societies, and even specific individuals. When the feat's prerequisites imply a bargain with an evil creature or some kind of arrangement with a good one, it is the DM's prerogative to require characters to perform a special ritual or negotiate a deal to acquire it. For example, the Blessed of the Seven Sisters feat presumes a personal connection to one of the Seven Sisters. Players should not simply assume that their characters can

TABLE A–1: THE COGNITION THIEF

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points per Day/Powers Discovered
1st	+0	+0	+0	+2	Bonus powers known, *read thoughts* 1/day	—
2nd	+1	+0	+0	+3	—	+1 level of existing psionic class
3rd	+1	+1	+1	+3	—	+1 level of existing psionic class
4th	+2	+1	+1	+4	Bonus powers known, *confusion* 1/day, *read thoughts* 2/day	—
5th	+2	+1	+1	+4	—	+1 level of existing psionic class
6th	+3	+2	+2	+5	—	+1 level of existing psionic class
7th	+3	+2	+2	+5	Bonus powers known, *confusion* 2/day, *mind probe* 1/day, *read thoughts* 3/day	—
8th	+4	+2	+2	+6	—	+1 level of existing psionic class
9th	+4	+3	+3	+6	—	+1 level of existing psionic class
10th	+5	+3	+3	+7	Bonus powers known, *confusion* 3/day, *insanity* 1/day, *mind probe* 2/day, *read thoughts* at will	—

acquire the appropriate connection outside the roleplaying context of the game. The DM should allow only characters who have clearly developed that kind of relationship to take that feat.

Blessed of the Seven Sisters [Exalted]

As a result of a personal connection to one of the Seven Sisters, you have a taste of Mystra's special favor.

Prerequisite: Able to cast 6th-level arcane spells.

Benefit: You may add the following spells to the spell list of one arcane spellcasting class that grants you access to 6th-level spells.

1st Level:	*Ray of hope, vision of heaven.*
2nd Level	*Ease pain.*
3rd Level:	*Blessed sight.*
4th Level:	*Sword of conscience.*
5th Level:	*Crown of flame, sacred guardian.*
6th Level:	*Crown of brilliance.*
7th Level:	*Righteous smite.*

If you have a spellbook, you may add these spells to your spellbook as normal. If you cast spells spontaneously in the manner of a sorcerer or bard, you may immediately, as an additional benefit of this feat, swap any one spell that you know for a spell of the same level from the above list. After you take this feat, you may swap spells known according to the usual rules for your class.

Favored of the Zulkirs [Vile]

Through your position of prestige among the Red Wizards, you have gained access to secrets of evil magic known to few outside the zulkirs themselves.

Prerequisite: Red Wizard level 5th, Corrupt Spell (*Book of Vile Darkness*).

Benefit: When you cast a corrupted spell, the ability damage you take is reduced by 1 point.

Gift of Discernment [Exalted]

You can rely on your conscience to steer you away from evil deeds.

Benefit: If you take a moment (a free action) to contemplate an action you are about to perform, you know with certainty whether that action will adversely affect your alignment and standing with your deity (if any). This knowledge is identical with that provided by a *phylactery of faithfulness.*

Lliira's Blessing [Exalted]

Thanks to the favor of the goddess of freedom, you are difficult to restrain.

Prerequisite: Escape Artist 1 rank, Nimbus of Light (*Book of Exalted Deeds*).

Benefit: You gain a +2 sacred bonus on Escape Artist checks and a +2 sacred bonus on saving throws against any effect that would cause you to become paralyzed, held, or entangled. If you fail a saving throw against such an effect, you can attempt a second saving throw 1 round later. If you succeed on the second saving throw, you are affected as though you had succeeded on the first.

Spider Bite [Vile]

You gain a poisonous bite like that of a spider.

Prerequisite: Verminfriend (*Book of Vile Darkness*), patron deity Lolth.

Benefit: Your saliva is poisonous when ingested by or introduced into the bloodstream of another creature. You can inject this venom while grappling a foe that has exposed skin by making a successful grapple check. The Fortitude DC to resist this poison is 10 + 1/2 your character level + your Con modifier. The initial and secondary damage ratings are the same (1d4 points of Strength damage). Your kiss is also poisonous, and you can use your saliva to poison food or drink, though when the poison is ingested, the save DC is reduced by 2.

Vasharans and Jerrens in Faerûn?

Book of Vile Darkness introduces two new subraces of the humanoid type. These thoroughly evil versions of normal humans and halflings are called Vasharans and Jerrens. Vasharans are featured prominently throughout *Book of Vile Darkness,* since the magical artifact for which that book is named figures into their history. But the Vasharans are not a part of the history of Faerûn, so integrating this material into a FORGOTTEN REALMS campaign can cause some headaches for a DM.

One option is to incorporate the Vasharans and Jerrens into Faerûn just as they are portrayed in *Book of Vile Darkness,* placing them in remote regions that would allow them to develop apart from mainstream civilization for centuries. The plateau of Vashar might lie somewhere in the Shining South, for example, while the Jerrens might inhabit a particularly desolate stretch of the Eastern Shaar.

Another option is to merge these races into existing cultures of Faerûn. For example, the Vasharans might equate to the rulers of the ancient Shoon Imperium in Calimshan, or to the Mulan rulers of Thay. The Jerrens could be just a minor race of halflings in Luiren.

A third option is simply to ignore the Vasharans and Jerrens. When spells or magical items are noted as originating among the Vasharans, simply disregard that information and replace it with an origin of your own design.

Touch of Hate [vile]

Because you are favored by Bane, you can transform animals into evil minions.

Prerequisite: Vile Spell (*Book of Vile Darkness*), able to cast 5th-level divine spells, patron deity Bane.

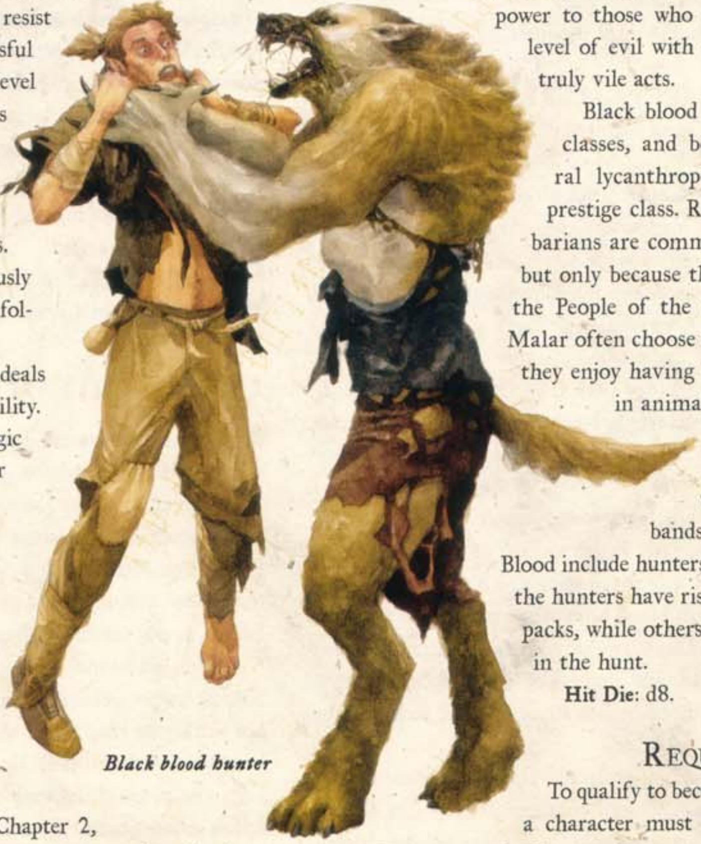
Benefit: Once per tenday, you can touch an animal and transform it into a beast of Bane (same as the Beast of Xvim entry in *Monster Compendium: Monsters of Faerûn*). The animal can have no more Hit Dice prior to transformation than you have cleric levels. The target creature can resist the transformation by making a successful Will save (DC 10 + 1/2 your cleric level + your Wis modifier). If the animal is the bonded companion of another character, it can use that character's base Will save bonus instead of its own, applying its own ability modifiers. If it fails the save, it instantaneously transforms into a beast of Bane and follows your commands.

The beast of Bane that you create deals vile damage with its smite good ability. Vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell.

Illustration by Jeremy Jarvis

Vile and Exalted Prestige Classes

In contrast to the prestige classes in Chapter 2, the classes in this section all rely to some extent on the rules in *Book of Vile Darkness* and *Book of Exalted Deeds*. Some have vile or exalted feats as prerequisites, others grant spells or other abilities that are described in one of those books. All of them represent the best and the worst that Faerûn has to offer—the heights of good and the depths of evil.



Black blood hunter

Black Blood Hunter

The People of the Black Blood, as described in the *FORGOTTEN REALMS Campaign Setting*, are lycanthropes united only by their reverence for Malar, the Beastlord. The basic credo of Malar's church—survival of the fittest and winnowing of the weak—is evil in a dispassionate way, but the god grants exceptional power to those who supplement that bestial level of evil with torture, rape, and other truly vile acts.

Black blood hunters come from all classes, and both afflicted and natural lycanthropes are eligible for the prestige class. Rangers, druids, and barbarians are common among the hunters, but only because they are common among the People of the Black Blood. Clerics of Malar often choose this path as well because they enjoy having the ability to cast spells in animal form.

Black blood hunters have no organizational structure. Some bands of People of the Black Blood include hunters; others do not. Some of the hunters have risen to leadership of their packs, while others wish only to participate in the hunt.

Hit Die: d8.

REQUIREMENTS

To qualify to become a black blood hunter, a character must fulfill all the following criteria.

Race: Any lycanthrope.

Skills: Control Shape 8 ranks (afflicted lycanthrope only), Jump 6 ranks, Knowledge (nature) 4 ranks, Survival 6 ranks.

TABLE A–2: THE BLACK BLOOD HUNTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Greater curse of lycanthropy, lycanthropic spell, wild items
2nd	+1	+3	+3	+0	Animal aspect 1/day, wild empathy
3rd	+2	+3	+3	+1	Improved hybrid form
4th	+3	+4	+4	+1	Animal aspect 2/day, improved vile natural attack 1d4
5th	+3	+4	+4	+1	Improved damage reduction (+5/silver)
6th	+4	+5	+5	+2	Animal aspect 3/day, faster change
7th	+5	+5	+5	+2	—
8th	+6	+6	+6	+2	Animal aspect 4/day, improved vile natural attack 1d6
9th	+6	+6	+6	+3	Quick change
10th	+7	+7	+7	+3	Animal aspect 5/day, improved damage reduction (magic and silver)

Feats: Power Attack, Vile Natural Attack (*Book of Vile Darkness*).

Patron Deity: Malar.

CLASS SKILLS

The black blood hunter's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the black blood hunter prestige class.

Weapon and Armor Proficiency: Black blood hunters gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Greater Curse of Lycanthropy (Su): The DC of the Fortitude save required to avoid contracting lycanthropy from the character's bite attack increases by an amount equal to his black blood hunter level.

Lycanthropic Spell (Ex): A black blood hunter with spellcasting ability can cast spells normally in his animal or hybrid form, as though he were a druid in wild shape using the Natural Spell feat.

Wild Items (Ex): A black blood hunter can use armor with the wild special ability, a *wilding clasp*, or any similar item designed for a druid to use while in wild shape. For the purpose of using such items, all the black blood hunter's lycanthropic forms count as wild shapes.

Animal Aspect (Su): Starting at 2nd level, a black blood hunter gains the ability to take on limited characteristics of his animal form while remaining in his humanoid form. Once per day, he can gain the Strength, Dexterity, or Constitution of his animal form without actually adopting that shape. In addition, his natural armor bonus increases by +2. All these changes last for 1 minute per black blood hunter level. The black blood hunter can use this ability twice per day at 4th level, three times per day at 6th level, four times per day at 8th level, and five times per day at 10th level.

Wild Empathy (Ex): A black blood hunter of 2nd level or higher can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions like the druid class feature of the same name, except that the character adds his black blood hunter level to his 1d20 roll instead of his druid level. Furthermore, he gains a +8 racial bonus (rather than the normal +4) when using this ability with normal or dire animals of the same kind as his animal form.

If the black blood hunter also has the wild empathy ability from another class (such as druid or ranger), levels of that class stack with his black blood hunter levels for the purpose of determining the bonus on the wild empathy check.

Improved Hybrid Form (Ex): At 3rd level, a black blood hunter gains the ability to use his animal form's special attacks while in hybrid form.

Improved Vile Natural Attack (Su): At 4th level, a black blood hunter deals an additional 1d4 points of vile damage with each successful natural attack, rather than the 1 point that the Vile Natural Attack feat allows. Vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell.

When he reaches 8th level, the vile damage he deals with a natural attack increases to 1d6 points.

Improved Damage Reduction (Su): When the black blood hunter reaches 5th level, his lycanthropic damage reduction improves by 5 points—to 10/silver if he is an afflicted lycanthrope, or to 15/silver if he is a natural lycanthrope. When he reaches 10th level, his damage reduction can be bypassed only by magic silver weapons.

Faster Change (Ex): A black blood hunter of at least 6th level can change to or from animal or hybrid form as a move action rather than a standard action.

Quick Change (Ex): A 9th-level or higher black blood hunter can change to or from animal or hybrid form as a free action.

celebrant of sharess

Sharess is a paradoxical deity. Originally, she was a war goddess of the Mulhorandi pantheon—a champion in the war against Set and his forces of evil. Now, however, she is a goddess of passion and sex who is more often referred to as the Festhall Madam than as the Foe of Set. Most of her priests forget her glorious past and spend their time running brothels and celebrating the Endless Revel of Life, a nearly constant parade of festivals in their goddess's honor.

But the celebrants of Sharess are different. They do not neglect Sharess in her present aspect as the goddess of pleasure and lust, but neither do they forget the ancient Foe of Set, who was Anhur's lieutenant. Celebrants of Sharess are seducers and warriors, hedonists and pious champions of good. While many of the goddess's followers are chaotic neutral and some even lean toward evil, the celebrants are an ever-present reminder that evil is the enemy, and that pleasure is to be enjoyed and shared with all as an act of good. Though celebrants of Sharess are not clerics, in many ways they represent a truer embodiment of their deity's nature than many of her clerics do.

Most celebrants were previously bards. Clerics who adopt this prestige class forsake their advancement in divine spellcasting, so it is not an attractive path for them. Sometimes barbarian/bards find themselves drawn to the celebrants, and rogues are common among their ranks as well.

Celebrant NPCs are rare, and they find little welcome in the decadent church of Sharess. The celebrants have initiated a reform movement within the church, challenging the establishment to change its interpretation of Sharess's dogma and remember the good aspect of her alignment as well as the freewheeling chaotic one.

Hit Die: d6.

REQUIREMENTS

To qualify to become a celebrant of Sharess, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Skills: Diplomacy 7 ranks, Perform (any) 7 ranks.

Feats: Sacred Vow (*Book of Exalted Deeds*), Vow of Purity (*Book of Exalted Deeds*).

CLASS SKILLS

The celebrant of Sharess's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the celebrant of Sharess prestige class.

Weapon and Armor Proficiency: Celebrants of Sharess gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells: Beginning at 1st level, a celebrant of Sharess gains the ability to cast a number of arcane spells. To cast a spell, a celebrant must have a Charisma score of at least 10 + the spell's level, so a celebrant with a Charisma of 10 or lower cannot cast these spells. Celebrant of Sharess bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the celebrant's Charisma bonus (if any). When the celebrant gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level celebrant), she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level. The celebrant's spell list appears below. A celebrant of Sharess casts spells just as a bard does.

Upon reaching 6th level, and at every even-numbered level after that (8th and 10th), a celebrant of Sharess can choose to learn a new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level celebrant of Sharess spell the character can cast. For instance, upon reaching 6th level, a celebrant of Sharess could trade in a single 1st-level spell (two spell levels below the highest-level celebrant spell she can cast, which is 3rd) for a different 1st-level spell. At 8th and 10th levels, she could trade in a single 1st-level or 2nd-level spell (since she now can cast 4th-level celebrant spells) for a different spell of the same level. A celebrant of Sharess may swap only a single spell at any given level, and she must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

***Fascinate* (Sp):** A celebrant of Sharess can use her flirtation ability (see below) to cause one or more creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet of the celebrant and be able to see, hear, and pay attention to her. The celebrant must also be able to see the creature. The distraction of a nearby combat or other danger prevents the ability from working. For every three levels a celebrant attains beyond 1st, she can target one additional creature with a single use of this ability (two at 4th level, three at 7th level, and four at 10th level).

To use this ability, the celebrant makes a Perform check. Her check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the celebrant cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and gazes at the celebrant, taking no other actions, for as long as she continues her performance and concentration (up to a

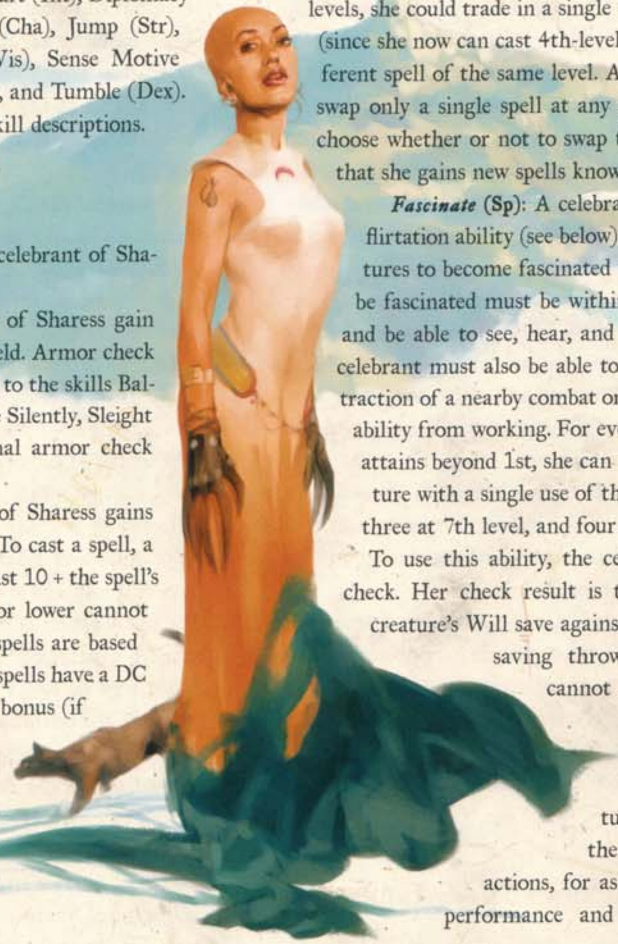


Illustration by Beet

Celebrant of Sharess

TABLE A–3: THE CELEBRANT OF SHARESS

Class	Base	Fort.	Ref	Will	Spells per Day				
Level	Attack Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	*Fascinate*, feline familiar, flirtation	0	—	—	—
2nd	+1	+0	+0	+3	Fury of the tigress 1/day	1	—	—	—
3rd	+1	+1	+1	+3	—	2	0	—	—
4th	+2	+1	+1	+4	Suggestion	3	1	—	—
5th	+2	+1	+1	+4	Pounce of the tigress	3	2	0	—
6th	+3	+2	+2	+5	Fury of the tigress 2/day	3	3	1	—
7th	+3	+2	+2	+5	Sanctuary	3	3	2	0
8th	+4	+2	+2	+6	Swiftness of the tigress	3	3	3	1
9th	+4	+3	+3	+6	—	3	3	3	2
10th	+5	+3	+3	+7	Fury of the tigress 3/day, inspire desire	3	3	3	3

maximum of 1 round per celebrant of Sharess level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat (such as an ally of the celebrant approaching the fascinated creature) requires the celebrant to make a new Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat (such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target) automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Feline Familiar (Ex): A celebrant of Sharess can obtain a cat as a familiar. Doing so takes 24 hours but costs nothing (unlike the summon familiar ability of a sorcerer or wizard). The cat serves as a companion and servant. As the celebrant advances in level, her familiar also increases in power. This cat familiar follows all the rules for a sorcerer's or wizard's familiar, except that the celebrant's effective class level for the purpose of determining familiar benefits is twice her celebrant of Sharess level. Thus, a 3rd-level celebrant's familiar can speak with its master, as if the celebrant were a 6th-level sorcerer or wizard.

A celebrant cannot have more than one familiar, and her celebrant levels do not stack with levels of any other class for the purpose of determining her familiar's abilities. If she has levels in another class that can summon a familiar, use either her level in that class or twice her celebrant of Sharess level, whichever is higher, to determine familiar benefits.

Flirtation (Su): Once per day per celebrant of Sharess level, the character can combine her Perform skill with her talents at flirtation and seduction to produce magical effects similar to those of the bardic music ability on those around her.

Starting a flirtation effect is a standard action. Some flirtation effects require concentration, which means the celebrant must use a standard action each round to maintain the effect. Even while using a flirtation ability that doesn't require concentration, a celebrant cannot cast spells or activate magic items by spell completion (such as scrolls) or command word (such as wands).

TABLE A–4: CELEBRANT OF SHARESS SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	2*	—	—	—
2nd	3	—	—	—
3rd	3	2*	—	—
4th	4	3	—	—
5th	4	3	2*	—
6th	4	4	3	—
7th	4	4	3	2*
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

*Provided the celebrant of Sharess has sufficient Charisma to have a bonus spell of this level.

Fury of the Tigress (Ex): At 2nd level, a celebrant of Sharess can enter a state of rage, gaining phenomenal strength and durability but becoming reckless and less able to defend herself. She temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a –2 penalty to Armor Class. This ability functions exactly like a barbarian's rage. A celebrant of Sharess can enter this state once per day at 2nd level, twice per day at 6th level, and three times per day at 10th level.

***Suggestion* (Sp)**: A 4th-level or higher celebrant of Sharess can make a *suggestion* (as the spell) to a creature that she has already fascinated (see above). Using this ability does not break the celebrant's concentration on the *fascinate* effect or count against her daily limit on flirtation effects. A Will saving throw (DC 10 + celebrant of Sharess level + celebrant of Sharess's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Pounce of the Tigress (Ex): At 5th level, a celebrant of Sharess can make a full attack at the end of a charge.

***Sanctuary* (Sp)**: A celebrant of Sharess who is at least 7th level can prevent creatures from attacking her or her allies in a manner similar to the effect of the *sanctuary* spell. To use this ability, the celebrant makes a Perform check. Her check result is the DC for each affected creature's Will save against the effect. Any opponent attempting to strike or otherwise directly attack the celebrant or any of her allies, even with a targeted spell, must attempt a Will save. Success means the opponent can attack normally and is unaffected by that use of the flirtation ability. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly affect the celebrant or her allies for the duration of the effect. Creatures not attempting to attack remain unaffected. This effect does not prevent opponents from using area or effect spells that would harm the celebrant or her allies. If the celebrant attacks another creature, or her allies do so, the *sanctuary* effect is broken.

Swiftness of the Tigress (Ex): When she reaches 8th level, a celebrant of Sharess can function as though affected by a *haste* spell. This benefit lasts for a number of rounds per day equal to her celebrant of Sharess level. This duration need not be consecutive—the celebrant of Sharess may break it up into increments as small as 1 round if she so desires. Ending the effect is a free action.

Inspire Desire (Su): At 10th level, a celebrant of Sharess can use her flirtation ability to inspire love or desire in a creature she has already fascinated. Using this ability does not break the celebrant's concentration on the *fascinate* effect, but it does count against her daily limit on flirtation effects. A Will saving throw (DC 10 + celebrant of Sharess level + celebrant of Sharess's Cha modifier) negates the effect. This ability affects only a single creature.

The love effect of this ability causes the target to fall in love with a specified creature, which must either be within sight of the target creature at the time the effect is used, or else be specified only as "the next creature you see." The subject takes any opportunity to be near the object of its affection and makes every effort to win that creature's love.

The desire effect is similar to the love effect, except that the target seeks any opportunity to become physically intimate with the specified creature, short of causing it physical harm.

Inspire desire is an enchantment (compulsion), mind-affecting ability.

CELEBRANT OF SHARESS SPELL LIST

Celebrants of Sharess choose their spells from the following list:

1st Level: *cause fear, charm person, lesser confusion, daze, disguise self, hypnotism, lullaby, ray of hope*, read magic, remove fear, sleep, Tasha's hideous laughter.*

2nd Level: *alter self, calm emotions, cat's grace, daze monster, detect thoughts, eagle's splendor, ease pain*, elation*, enthrall, Faerinaal's hymn*, heroism, hold person, hypnotic pattern, rage, scare, suggestion, tongues, yoke of mercy*.*

3rd Level: *charm monster, confusion, crushing despair, deep slumber, fear, glibness, good hope, lesser geas, refreshment*, slow, warcry*.*

4th Level: *blinding beauty*, break enchantment, dominate person, hold monster, mass suggestion, modify memory, rainbow pattern.*

*Described in *Book of Exalted Deeds.*

Harper paragon

Illustration by Cark Frank

HARPER PARAGON

Though all the Harpers are more or less devoted to fighting evil—particularly combating evil churches and organizations that try to spread their influence across Faerûn—it does not necessarily follow that the Harpers are good. A Harper paragon, however, is as dedicated to the cause of good as she is to opposing evil. She actively promotes the welfare of other creatures while preventing evil forces from preying on innocents.

Most Harper paragons have training as rangers or Harper agents, and many have also been bards. Clerics and paladins dedicated to Deneir, Tymora, or Lliira also frequently pursue the path of the Harper paragon.

Harper paragons are most common among the Harpers working under Lady Cylyria in Berdusk. Only a few can be found in the ranks of the politically manipulative "Moonstars," who operate under the leadership of Khelben Arunsun, or the independent adventurers working out of Shadowdale. Harper paragons rarely experience any conflicts of interest in the Berdusk branch of the organization, but their consciences may be pricked regularly in other branches of the organization.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Harper paragon, a character must fulfill all the following criteria.

Skills: Diplomacy 8 ranks, Perform 5 ranks, Sense Motive 4 ranks, Survival 2 ranks.

Feats: Sacred Vow (*Book of Exalted Deeds*), Vow of Obedience (*Book of Exalted Deeds*).

Special: *Favored Enemy:* The character must have one of the following monstrous kinds or evil organizations as a favored enemy: humanoid (goblinoid), humanoid (gnoll), humanoid (orc), humanoid (reptilian), outsider (evil), undead, the Church of Bane,

TABLE A–5: THE HARPER PARAGON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+2	+0	Aura of good, *detect evil,* Harper knowledge	+1 level of existing spellcasting class
2nd	+1	+0	+3	+0	Favored enemy (evil)	+1 level of existing spellcasting class
3rd	+2	+1	+3	+1	Celestial spells	+1 level of existing spellcasting class
4th	+3	+1	+4	+1	Exalted Companion	+1 level of existing spellcasting class
5th	+3	+1	+4	+1	Favored enemy	+1 level of existing spellcasting class
6th	+4	+2	+5	+2	Smite evil 1/day	+1 level of existing spellcasting class
7th	+5	+2	+5	+2	—	+1 level of existing spellcasting class
8th	+6	+2	+6	+2	Smite evil 2/day	+1 level of existing spellcasting class
9th	+6	+3	+6	+3	—	+1 level of existing spellcasting class
10th	+7	+3	+7	+3	Favored enemy, smite evil 3/day	+1 level of existing spellcasting class

the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim.

CLASS SKILLS

The Harper paragon's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pockets (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Survival (Wis), Swim (Str), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Harper paragon prestige class.

Weapon and Armor Proficiency: Harper paragons gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new Harper paragon level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of Harper paragon to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a Harper agent, she must decide to which class she adds each level of Harper paragon for the purpose of determining spells per day and spells known.

Aura of Good (Ex): The power of the character's aura of good is equal to her Harper paragon level. If she has the aura of good ability from another class, levels of that class stack with her Harper paragon levels for the purpose of this ability.

***Detect Evil* (Sp)**: At will, a Harper paragon can use *detect evil,* as the spell.

Harper Knowledge (Ex): At 1st level, the Harper paragon can access knowledge in the same manner that a bard can. This ability functions like the bardic knowledge ability, except that the bonus for the check equals the character's Harper paragon level + her Int modifier. If the Harper paragon has another such lore ability from another source (such as bard, loremaster, or Harper agent levels), her Harper paragon levels stack with levels of all other classes that grant such an ability for the purpose of Harper knowledge checks.

Favored Enemy (Evil) (Ex): At 2nd level, a harper paragon gains evil creatures of all kinds as a favored enemy. She gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil creatures. She also gains a +1 bonus on weapon damage rolls against evil creatures. If the Harper paragon has the favored enemy ability from another class (such as ranger) and a particular evil creature also qualifies as a favored enemy for that class, the bonuses stack.

Celestial Spells (Ex): Upon reaching 3rd level, a harper paragon can cast spells as if she were a celestial. Specifically, she can learn and cast any spell from *Book of Exalted Deeds* that has a celestial component, as long as she would otherwise qualify to cast the spell. (That is, the spell must appear on her spell list and be of a spell level that she can cast, and the ability score that controls her spellcasting must be high enough to allow her to cast spells of that level. The Harper paragon can also cast spells that have the specific kind of celestial component that matches her alignment—archon if she is lawful good, guardinal if she is neutral good, or eladrin if she is chaotic good.

Exalted Companion (Ex): At 4th level, a Harper paragon gains Exalted Companion (see *Book of Exalted Deeds*) as a bonus feat if she does not already have it. If she does not already have an animal companion, she gains one now, as though she were a druid of a level equal to her Harper paragon level. If she has the ability to summon an animal companion from another class (such as druid or ranger), her Harper paragon levels stack with levels of any classes that grant this benefit for the purpose of determining the kind of exalted companion she qualifies for and its abilities.

Favored Enemy (Ex): At 5th level and again at 10th level, the Harper paragon may select one additional favored enemy from the following list: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim. The Harper paragon gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skils agaisnt creatures of its type. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures. In addition, the bonus against any one favored enemy of her choice (regardless of the class in which she chose it) increases by 2.

Smite Evil (Su): Once per day, a Harper paragon of at least 6th level may attempt to smite an evil creature with one normal melee attack. She adds her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per Harper paragon level. For example, a 6th-level Harper paragon armed with a longsword would deal 1d8+6 points of damage, plus any additional bonuses from high strength or magical effects that would normally apply. If a Harper paragon accidentally smites a creature that is not evil, the smite has no effect but is still used up for that day.

The Harper paragon can use this ability twice per day at 8th level and three times per day at 10th level.

Maiden of pain

The goddess Loviatar is the divine embodiment of many of the evil acts and fetishes described in *Book of Vile Darkness.* The ultimate sadist and the patron of both sadists and masochists, the Willing Whip is dedicated to pain and punishment. Loviatar's most dedicated servants, the maidens of pain, are depraved women who literally make pain their meat and drink. They supplement their addiction to dealing pain with an addiction to agony—the drug also known as liquid pain.

Maidens of pain are drawn from the elite ranks of Loviatar's fundamentally twisted clergy, and they are the most warped of her clerics. A few have levels in other classes besides cleric, most commonly rogue or assassin.

Maiden of pain NPCs work outside Loviatar's mainstream church, moving from place to place to ensure that the goddess's will is carried out. They serve as envoys, secret agents, and inquisitors of the church.

Hit Die: d6.

REQUIREMENTS

To qualify to become a maiden of pain, a character must fulfill all the following criteria.

Gender: Female.

Skill: Intimidate 4 ranks.

Feat: Violate Spell (*Book of Vile Darkness*).

Spells: Able to cast *masochism* and *sadism* as divine spells (*Book of Vile Darkness*).

Patron Deity: Loviatar.

Special: The candidate must have used the drug agony (liquid pain) (*Book of Vile Darkness*).

CLASS SKILLS

The maiden of pain's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

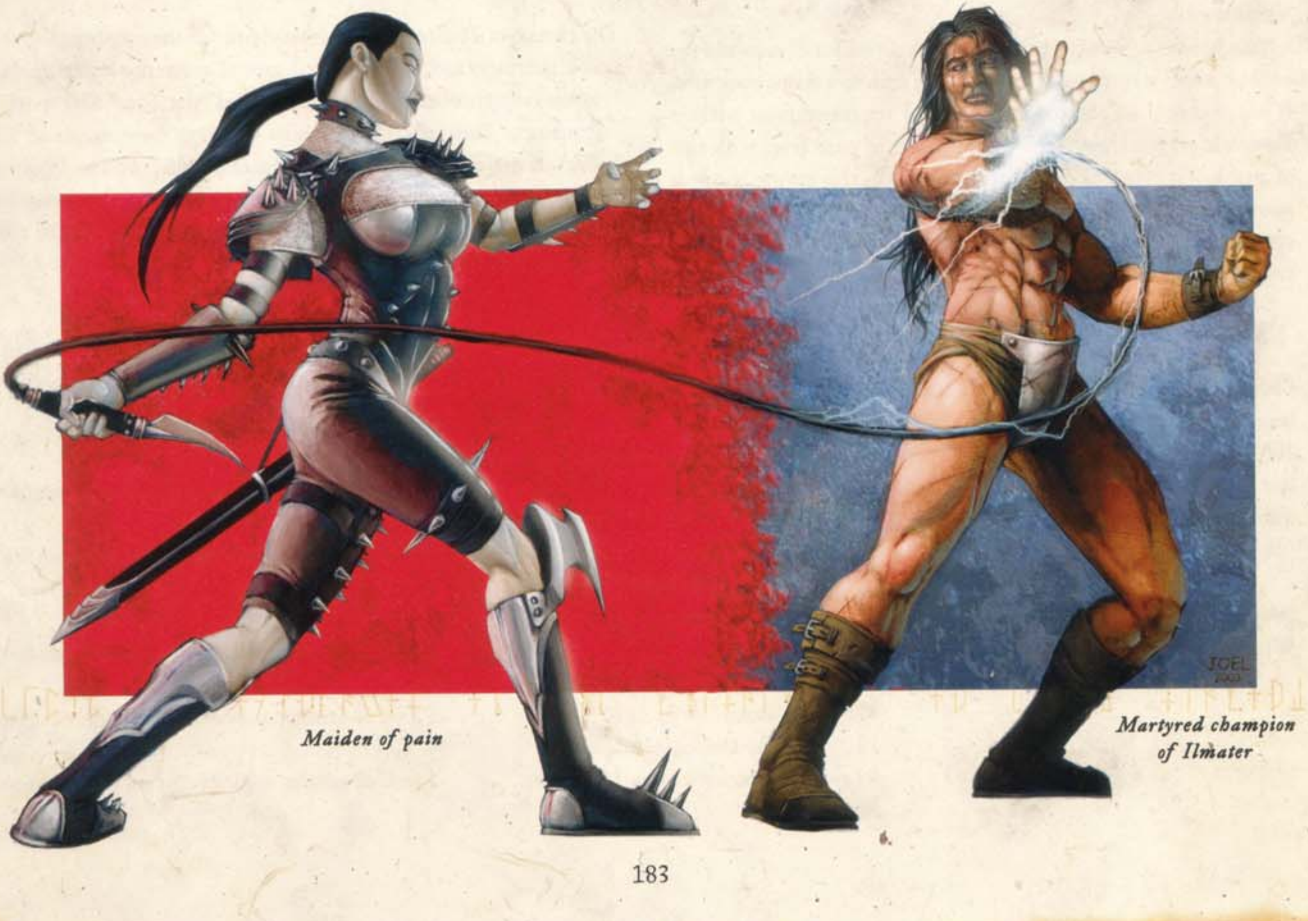
CLASS FEATURES

All of the following are class features of the maiden of pain prestige class.

Weapon and Armor Proficiency: Maidens of pain gain proficiency with the whip, but not with any armor or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: Beginning at 2nd level, when a new maiden of pain level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in cleric. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of maiden of pain to the level of cleric, then determines spells per day, spells known, and caster level accordingly.

Agony Addiction (Ex): A maiden of pain gains a permanent addiction to the drug agony, also known as liquid pain. However, her addiction to the drug is mild and cannot grow worse. Each day that she goes without a dose of agony, she takes 1d3 points of Dexterity damage. In addition, the negative effects of the drug are blunted by her intimate familiarity with pain. The initial effect of a dose of agony is to stun her for 1d4–1 rounds and force her to take only a single action each round for 1d4 minutes after that.



Maiden of pain

Martyred champion of Ilmater

Illustration by Joel Thomas

Table A–6: The Maiden of Pain

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+2	+0	Agony addiction, extra domain, lasher, pain touch 1/day	—
2nd	+1	+0	+3	+0	—	+1 level of cleric class
3rd	+2	+1	+3	+1	Improved Trip	+1 level of cleric class
4th	+3	+1	+4	+1	Pain touch 2/day	+1 level of cleric class
5th	+3	+1	+4	+1	—	+1 level of cleric class
6th	+4	+2	+5	+2	Improved Disarm	+1 level of cleric class
7th	+5	+2	+5	+2	Pain touch 3/day	+1 level of cleric class
8th	+6	+2	+6	+2	—	+1 level of cleric class
9th	+6	+3	+6	+3	—	+1 level of cleric class
10th	+7	+3	+7	+3	Pain touch 4/day	+1 level of cleric class

Extra Domain: A 1st-level maiden of pain gains access to the Pain domain if she does not already have it, or another domain offered by Loviatar if she does. She gains the granted power of this third domain and can choose from its spell list as well as those of her other domains when selecting her domain spells for the day. She can still cast only one domain spell at each level (1st through 9th) per day, but now she has three choices instead of two at each spell level.

Lasher (Su): A maiden of pain can use a whip to deliver touch attacks. This ability effectively gives her 15-foot reach with a touch spell or with her pain touch ability. If she desires, she can make a normal attack with the whip when delivering a touch effect, but in this case she must make a successful melee attack rather than a touch attack. A maiden of pain can deliver a touch spell through her whip even against creatures that are normally unaffected by whip attacks.

Pain Touch (Su): Once per day, a 1st-level maiden of pain can use a melee touch attack to deliver wracking pain to a single opponent. If she succeeds on the touch attack, the opponent must make a Fortitude saving throw (DC 10 + maiden of pain level + maiden of pain's Wis modifier). A creature that fails this saving throw is stunned for 1 round, until just before the maiden of pain's next action. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits can't be stunned. The maiden of pain can use this ability twice per day at 4th level, three times per day at 7th level, and four times per day at 10th level.

Improved Trip (Ex): At 3rd level, a maiden of pain gains the benefits of the Improved Trip feat when she is using a whip to make the trip attempt. She need not meet the prerequisites for the feat, but she can use it only when wielding a whip.

Improved Disarm (Ex): A 6th-level maiden of pain gains the benefits of the Improved Disarm feat when she is using a whip to make the disarm attempt. She need not meet the prerequisites of the feat, but she can use it only when wielding a whip.

Martyred Champion of Ilmater

The church of Ilmater is well known both for the number of martyrs it generates and for the high degree of reverence it pays them. It is the only church that has a saint called "the Twice-Martyred," and many of Ilmater's followers hope to follow the example of St. Sollars. A martyred champion of Ilmater is halfway there. Having already offered his life in heroic sacrifice once, he perseveres in Ilmater's faith, ready and willing to be martyred again should the circumstances demand it.

Table A–7: The Martyred Champion of Ilmater

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+2	+0	Diehard, unarmed strike 1d6	—
2nd	+1	+0	+3	+0	Fear immunity	+1 level of existing spellcasting class or bonus feat
3rd	+2	+1	+3	+1	Greater endurance	—
4th	+3	+1	+4	+1	Divine grace, unarmed strike 1d8	+1 level of existing spellcasting class or bonus feat
5th	+3	+1	+4	+1	Holy suffering	—
6th	+4	+2	+5	+2	—	+1 level of existing spellcasting class or bonus feat
7th	+5	+2	+5	+2	Damage reduction 10/evil	—
8th	+6	+2	+6	+2	Unarmed strike 1d10	+1 level of existing spellcasting class or bonus feat
9th	+6	+3	+6	+3	Communion, sustenance	—
10th	+7	+3	+7	+3	Damage reduction 15/evil	+1 level of existing spellcasting class or bonus feat

Martyred champions of Ilmater come from all character classes, since the path to martyrdom is universal. The class offers a mixture of unique benefits and advancement in a character's previous career.

Martyred champions stand outside of Ilmater's church hierarchy, since they are practically objects of veneration already. They are free agents, utterly devoted to their deity's cause, and powerful champions in the fight against evil and suffering.

Hit Die: d10.

REQUIREMENTS

To qualify to become a martyred champion of Ilmater, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Knowledge (religion) 4 ranks, any one skill 9 ranks.

Feats: Endurance, Nimbus of Light (*Book of Exalted Deeds*).

Patron Deity: Ilmater.

Special: Must have died in heroic sacrifice and been returned to life.

CLASS SKILLS

The martyred champion of Ilmater's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (religion) (Int), Profession (Int), Ride (Dex), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the martyred champion of Ilmater prestige class.

Weapon and Armor Proficiency: Martyred champions of Ilmater gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When the character attains an even-numbered martyred champion level, he has a choice of benefit. He can gain new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class, or he can gain a bonus feat of his choice. He must meet any prerequisites for a feat in order to select it. If he chooses the spellcasting level, he does not gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of martyred champion to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a martyred champion of Ilmater, he must decide to which class he adds each level of martyred champion for the purpose of determining spells per day and spells known.

A martyred champion of Ilmater is free to choose the bonus feat at one opportunity and the spellcasting level the next time the decision arises, or vice versa. A character who is not a spellcaster must choose the bonus feat.

Diehard (Ex): At 1st level, a martyred champion of Ilmater gains Diehard as a bonus feat if he does not already have it.

Unarmed Strike (Ex): A martyred champion of Ilmater fights as his deity does—unarmed. At 1st level, he gains Improved Unarmed Strike as a bonus feat if he does not already have it. Like a monk, a martyred champion can attack with either fist interchangeably, or with elbows, knees, or feet. This ability allows him to make unarmed strikes with his hands full and never as an off-hand attack.

Usually a martyred champion's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A martyred champion's unarmed strike is treated both as a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve either type (such as the *magic fang* and *magic weapon* spells).

At 1st level, a martyred champion's unarmed strike deals 1d6 points of damage if he is Medium, 1d4 if he is Small, or 1d8 if he is Large. At 4th level, this damage increases to 1d8 if he is Medium, 1d6 if he is Small, or 1d10 if he is Large. At 8th level, his unarmed damage increases again to 1d10 if he is Medium, 1d8 if he is Small, or 2d8 if he is Large.

Fear Immunity (Ex): A 2nd-level martyred champion of Ilmater is immune to fear (magical or otherwise).

Greater Endurance (Ex): At 3rd level, a martyred champion gains a +4 sacred bonus on all the checks and saves improved by the Endurance feat. Because this is a sacred bonus, it stacks with the benefit of the Endurance feat.

Divine Grace (Su): At 4th level, a martyred champion of Ilmater gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Holy Suffering (Su): Beginning at 5th level, whenever a martyred champion of Ilmater takes at least 50 points of damage in a single round and survives, he is surrounded by a radiant glow signaling Ilmater's favor. He gains a sacred bonus on attack rolls, saving throws, and skill checks equal to +1 for every 10 points of damage he took in the previous round. This effect lasts for a number of rounds equal to his martyred champion level. Although this effect is similar to that of the *masochism* spell, this ability is not evil.

Damage Reduction (Su): At 7th level, the martyred champion gains damage reduction 10/evil. At 10th level, his damage reduction improves to 15/evil.

Communion (Su): Starting at 9th level, a martyred champion of Ilmater is so intimate with his deity that he can ask a single question each day as if casting a *commune* spell. Using this ability costs 10 XP.

Sustenance (Ex): A 9th-level martyred champion of Ilmater no longer needs to eat, drink, or breathe. He still suffers hunger pangs and burning lungs if he does not eat or breathe, but such sensations are to be expected and—like most pain—do not indicate a real need. He takes no nonlethal damage and suffers no other ill effects from hunger, thirst, suffocation, or drowning.

slime Lord

Though Ghaunadar is a member of the drow pantheon, he is not a drow god at all. The Lord of Slime is a primordial deity of slimes and oozes, revered by aboleths and ropers as well as outcast and rebellious drow. Slime lords, the most favored of Ghaunadar's servants, are not clerics; they are spies and infiltrators who can change their shapes in order to move unnoticed among members of any race. Though most begin their careers as humanoids, over time they become increasingly similar to the aberration servitors of Ghaunadar, which are known as ghaunadans.

Slime lords come from all backgrounds, but most were once rogues or rogue/fighters. Clerics of Ghaunadar sometimes give up their spell progressions to become slime lords, and some merely dabble in the slime lord class to supplement their divine magic.

Most slime lords are drow, though they can come from any race. As servants of the god of outcasts, they are outcasts in any society—drow, surface elf, or other. In the Underdark, they lead small cults of Ghaunadar's followers, usually rebels against the rule of Lolth's clergy in drow cities.

Hit Die: d8.

REQUIREMENTS

To qualify to become a slime lord, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +4.

Skill: Disguise 6 ranks.

Feat: Willing Deformity (*Book of Vile Darkness*).

Patron Deity: Ghaunadar.

CLASS SKILLS

The slime lord's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Move Silently (Dex), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

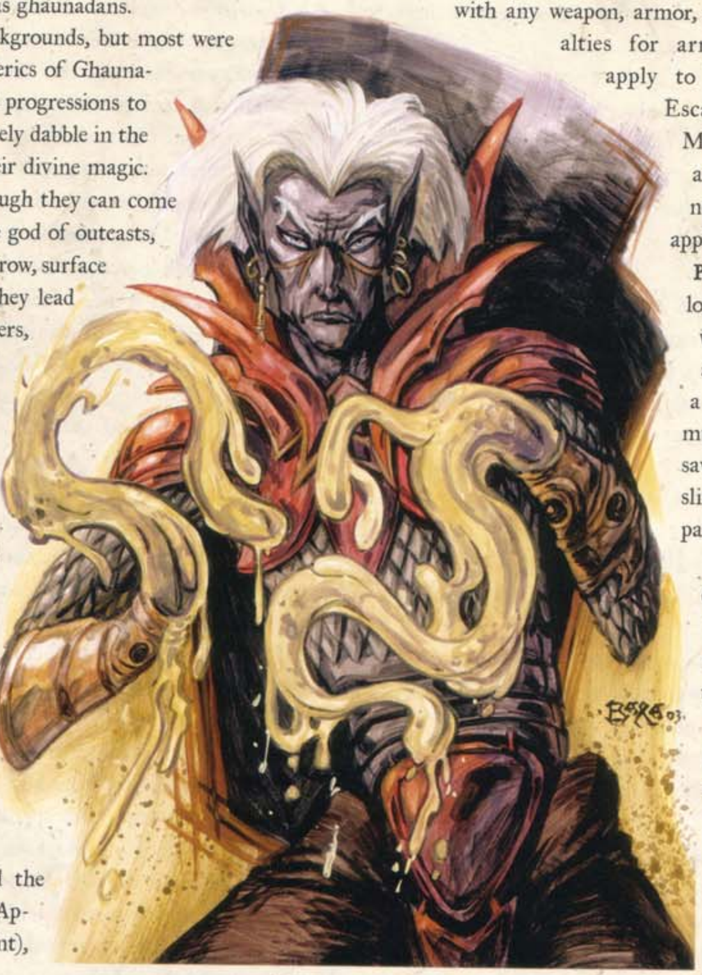
CLASS FEATURES

All of the following are class features of the slime lord prestige class.

Weapon and Armor Proficiency: Slime lords gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Paralytic Slime (Ex): A slime lord's pseudopods are coated with slime that can paralyze a foe. Any creature struck by a slime lord's natural attack must succeed on a Fortitude save (DC 10 + slime lord level + slime lord's Con modifier) or be paralyzed for 1d4+1 rounds.

Pseudopods (Ex): The physical form of a slime lord is more mutable than that of a normal creature of his type. As a move action, a slime lord can transform his hands into pseudopods or back into normal hands. He can make two natural attacks with his pseudopods as a full attack action, or one attack as a standard action. Each successful



Slime lord

Illustration by Thom Baxa

TABLE A–8: THE SLIME LORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Paralytic slime, pseudopods 1/day
2nd	+1	+0	+3	+0	—
3rd	+2	+1	+3	+1	Charming gaze, pseudopods 2/day
4th	+3	+1	+4	+1	Sleep immunity
5th	+3	+1	+4	+1	Alter self, pseudopods 3/day
6th	+4	+2	+5	+2	—
7th	+5	+2	+5	+2	Damage reduction 5/slashing or piercing, pseudopods 4/day
8th	+6	+2	+6	+2	Polymorph immunity
9th	+6	+3	+6	+3	Blindsight, pseudopods 5/day
10th	+7	+3	+7	+3	No discernible anatomy

attack deals 1d6 points of damage. The transformation lasts for up to 1 round per slime lord level, though the character can change his pseudopods back into hands before the expiration of the effect as a move action.

The slime lord can use this ability once per day at 1st level. Thereafter, he gains one additional use per day for every two slime lord levels. Thus, he can use the ability twice per day at 3rd level, three times per day at 5th level, four times per day at 7th level, and five times per day at 9th level.

Charming Gaze (Su): A slime lord of at least 3rd level can activate a charming gaze for 1 round. Any creature that meets the slime lord's gaze must make a Will save (DC 10 + slime lord level + slime lord's Cha modifier) or be affected as if by a *charm monster* spell (caster level equals slime lord's character level). This ability is usable once per day per slime lord level.

Sleep Immunity (Ex): A slime lord of 4th level or higher is immune to sleep effects.

Alter Self (Su): A 5th-level or higher slime lord can change his form as though he were under the influence of the *alter self* spell. He can use this ability at will, and any change to his form lasts until he uses the ability again or chooses to revert to his natural form.

Damage Reduction (Ex): When the slime lord reaches 7th level, his body is so mutable that he gains damage reduction 5/slashing or piercing.

Polymorph Immunity (Ex): An 8th-level or higher slime lord is immune to polymorphing.

Blindsight (Ex): When the slime lord reaches 9th level, his whole body acts as a sensory organ, granting him blindsight out to 60 feet.

No Discernible Anatomy (Ex): A 10th-level slime lord's form is so amorphous that he is no longer subject to critical hits or sneak attacks. Furthermore, he gains immunity to poison, paralysis, and stunning.

Yathrinshee

Because she is a goddess of undeath, Kiaransalee favors servants who combine their clerical mastery of the undead with arcane research into negative energy and necromancy. Yathrinshees, the elite ranks of Kiaransalee's priests, are powerful masters of necromantic magic, both arcane and divine.

In order to become a yathrinshee, a priestess must have access to both divine and arcane magic. Virtually all yathrinshees were clerics and wizards before adopting the prestige class, though a very few were sorcerers rather than wizards. Most are specialist necromancers rather than generalist wizards. The strict spellcasting requirements tend to keep members of other classes out of the yathrinshee class.

Yathrinshees are the leaders of Kiaransalee's secretive church wherever it is found. They lead Kiaransalee's followers in worship and also in pursuing the church's goals—plotting revenge against the enemies of their goddess, killing her foes, and animating them as undead.

Hit Die: d4.

REQUIREMENTS

To qualify to become a yathrinshee, a character must fulfill all the following criteria.

Race: Drow.

Gender: Female.

Skills: Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, Perform (sing) 3 ranks.

Feats: Lichloved (*Book of Vile Darkness*), Spell Focus (necromancy).

Spells: Able to cast *animate dead* as a divine spell and *spectral hand* as an arcane spell.

Patron Deity: Kiaransalee.

CLASS SKILLS

The yathrinshee's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the yathrinshee prestige class.

Weapon and Armor Proficiency: Yathrinshees gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and

City of the Spider Queen and Book of Vile Darkness

The cult of Kiaransalee is on the rise among the drow of Faerûn (as described, in part, in the *City of the Spider Queen* adventure). As a deity of undeath and revenge, Kiaransalee has much in common with the demon prince Orcus, whom she once murdered and who remains, now that he has risen, her most implacable foe. Followers of Kiaransalee make frequent use of any option in *Book of Vile Darkness* that relates to undead, including the Lichloved feat, the lifedrinker prestige class, the new necromancy spells, and the new undead creatures.

The yathrinshee prestige class is a new vile option for clerics of Kiaransalee. If you are running the *City of the Spider Queen* adventure, you could recreate both Irae T'sarran and Cabrath Nelinderra as yathrinshees instead of single-class clerics. Be sure to equip them with plenty of vile spells and feats as well if you decide to do so.

Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: At 2nd, 3rd, 5th, 6th, 8th, and 9th level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane and a divine spellcasting class that she belonged to before she added the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, and so on), except for an increased effective caster level. This essentially means that she adds the level of yathrinshee to the level of some other arcane and divine class the character has, then determines spells per day, spells known, and caster level accordingly. For example, a 5th-level cleric/3rd-level wizard who takes three levels in yathrinshee has the same access to spells as a 7th-level cleric and a 5th-level wizard. However, her wizard familiar doesn't gain any new abilities.

If a character had more than one arcane spellcasting class or more than one divine spellcasting class before she became a yathrinshee, she must decide to which class she adds each level of yathrinshee for the purpose of determining spells per day and spells known.

Rebuke Undead (Su): The character's yathrinshee levels stack with her cleric levels for the purpose of rebuking or commanding undead. For example, a 5th-level cleric/3rd-level wizard/2nd-level yathrinshee rebukes undead as a 7th-level cleric.

Necromancer (Ex): The yathrinshee has unsurpassed power over death. When she casts spells from the school of necromancy, all her spellcaster levels stack for the purpose of determining her effective caster level. She does not gain higher-level spells any faster than normal or gain any additional spells per day, but the spells she casts are much more effective.

For example, a 5th-level cleric/3rd-level wizard/3rd-level yathrinshee has gained two effective level increases in both her cleric class and her wizard class, giving her the spellcasting ability of a 7th-level cleric and a 5th-level wizard. Thus, when she casts any necromancy spell, whether it is arcane or divine, her effective caster level is 12th (cleric 7th + wizard 5th).

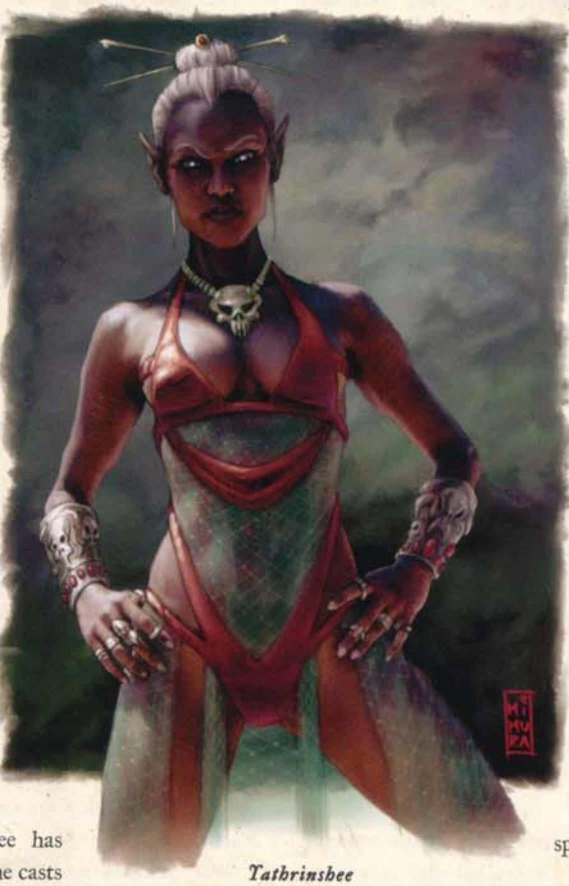

Yathrinshee

Illustration by Raven Mimura

Threnody (Su): Once per day, a yathrinshee of 2nd level or higher can sing a song of lament that can unnerve opponents who are engaged in combat with an undead creature. In effect, any undead within 30 feet of the yathrinshee gains a gaze attack identical to the unnerving gaze of a chain devil. Any creature that meets the yathrinshee's eyes must make a Will save (DC 10 + yathrinshee level + yarthrinshee's Cha modifier) or take a –2 penalty on attack rolls for 1d3 rounds because it sees the faces of departed loved ones or bitter enemies.

If an undead creature actually is the animated corpse of a friend or companion of the yathrinshee's opponent, the save DC increases by 2 and the penalty is doubled (to –4).

Death Ward (Su): A yathrinshee of 4th level or higher is immune to death effects and negative energy as though protected by a *death ward* spell. An undead yathrinshee instead

TABLE A–9: THE YATHRINSHEE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Necromancer, rebuke undead	—
2nd	+1	+0	+0	+3	Threnody	+1 level of arcane and divine spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of arcane and divine spellcasting class
4th	+2	+1	+1	+4	Death ward	—
5th	+2	+1	+1	+4	Curse of the revenancer	+1 level of arcane and divine spellcasting class
6th	+3	+2	+2	+5	—	+1 level of arcane and divine spellcasting class
7th	+3	+2	+2	+5	Zone of desecration	—
8th	+4	+2	+2	+6	—	+1 level of arcane and divine spellcasting class
9th	+4	+3	+3	+6	—	+1 level of arcane and divine spellcasting class
10th	+5	+3	+3	+7	Keening	—

gains turn resistance +4. This benefit stacks with any existing turn resistance.

Curse of the Revenancer (Su): Any creature slain by a yathrinshee of 5th level or higher rises immediately as a zombie under her control.

Zone of Desecration (Su): At 7th level, the yathrinshee is continuously surrounded by a 20-foot-radius aura of negative energy. The effect is otherwise identical to that of the *desecrate* spell.

Keening (Su): At 10th level, the yathrinshee can keen once per day. This ability works like the *wail of the banshee* spell, except that it affects any number of creatures within a 30-foot-radius spread centered on the yathrinshee.

Vile and Exalted Deities

Faerûn is blessed (or cursed) with a large pantheon of deities, all of whom who take a very active role in the course of the continent's history. Many of these deities embody the ideals of good and evil in a variety of ways. Several of them have champions represented among the prestige classes in the previous section or special feats connected with their worship. Others manifest their vile or exalted natures in the spells they grant to their clerics.

Table A–10: Vile and Exalted Domains

Domain	Deities
Bestial	Malar (equivalent to Karaan), Yeenoghu
Celestial	Domiel, Pistis Sophia
Community	Berronar Truesilver, Cyrrollalee, Eldath, Hathor
Corruption	Demogorgon, Gargauth, Yurtrus
Darkness*	Graz'zt, Lolth, Mask, Set, Shar, Shargaas
Demonic	Demogorgon, Graz'zt, Lolth†, Yeenoghu
Diabolic	Asmodeus, Baalzebul, Mammon, Mephistopheles
Endurance	Ilmater (equivalent to Phieran)
Fey	Lurue (equivalent to Valarian), Mielikki, Nobanion, Rillifane Rallathil
Glory	Horus-Re, Lathander
Greed	Abbathor, Tiamat, Urdlen
Herald	Barachiel
Joy	Lliira
Pain	Cyric (equivalent to Rallaster), Loviatar (equivalent to Scahrossar)
Pleasure	Hanali Celanil, Sharess (equivalent to Listai), Sune
Wrath	Kharash, Tyr

*A cleric who has access to the Darkness domain can use either the Darkness domain presented in Chapter 4 of this book or the one in *Book of Vile Darkness.*

†A draegloth cleric of Lolth can choose the Demonic domain as one of her domains.

Many of the domains included in *Book of Vile Darkness* and *Book of Exalted Deeds* are appropriate for Faerûnian deities to offer to their clerics. The Faerûnian pantheon includes several close parallels to the vile and exalted deities described in those two books. Malar, for example, is very similar to Karaan, the Beast God described in *Book of Vile Darkness,* and it is quite appropriate to add the Bestial domain to Malar's list of available domains. The table below indicates which deities of the Faerûnian and other pantheons might grant access to the vile and exalted domains presented in those two supplements.

Archfiends and Paragons

The archfiends in *Book of Vile Darkness*—the demon princes and archdevils—inhabit the layers of the Nine Hells and the Abyss just as noted in that book. Of the demon princes described there, Orcus and more recently Graz'zt have probably played the most significant roles in Faerûn, while others not detailed there have occupied more prominent positions than Demogorgon, Juiblex (whose name and guise have been appropriated by Ghaunadaur in Faerûn), and the others. These distinctively Faerûnian demon princes include Baphomet, Eltab, Kostchtchie, Pazrael, and Yeenoghu. Outsider devil princes include Gargauth (now a god) and Malkizid.

The paragons of Celestia described in *Book of Exalted Deeds* are the rulers of the archons. In Faerûn's cosmology, archons dwell in the House of the Triad, the home plane of Tyr, Torm, Ilmater, and Helm. The paragon archons are the highest servants of these deities, and they are more subordinate to them than those described in *Book of Exalted Deeds* are. Zaphkiel, the greatest of these archons, is a figure of mystery whose origin and true nature are unknown to all except, legend says, to Tyr himself.

Talisid and the Five Companions, the paragons of the guardinals, dwell in the House of Nature, along with a great number of deities whose portfolios are connected with nature. In a plane so well populated with powerful beings, the guardinal paragons tend to blend in with the crowd, but they retain their focus on protecting their home plane from any incursion by evil forces.

Eladrins hail from two planes in Faerûn's cosmology: Arvandor (home of the elven pantheon) and the Gates of the Moon, where Selûne resides. Queen Morwel resides in the Gates of the Moon with her consort, Faerinaal, while Gwynharwyf wanders the two planes independent of the eladrin court.

variants: races with level adjustments

What can you do if you want to play a genasi, a drow, or a svirfneblin, but your party is beginning at 1st level?

Under the basic rules for playing characters with level adjustments, you can't create a 1st-level character of a race powerful enough to have a level adjustment. While *Savage Species* introduces monster classes that provide a way to play nearly any intelligent monster from 1st level on up, it does not cover the case of a humanoid race with a single racial Hit Die (normally supplanted by Hit Dice from character levels) and a level adjustment of +1 or higher. This situation pertains to a number of the unusual races and subraces in the *FORGOTTEN REALMS Campaign Setting*.

Two variant systems are presented in the following sections. Both provide ways of starting a character of a powerful race with a 1st-level party of adventurers.

powerful races at 1st level

Using this variant rule, you can create a 1st-level character using any of the powerful races described in this book. Such a character begins play with all of the normal characteristics for his race and all of the normal class features for a 1st-level character of his class. He also begins play with a number of negative level adjustments equal to his race's level adjustment. For each negative level adjustment, he takes the following penalties.

- –1 on skill checks and ability checks.
- –1 on attack rolls and saving throws.
- –1 on level checks (including caster level checks).
- –1 to the DC for any spell he casts or any other ability he uses that allows a saving throw.
- –1 to any constant Armor Class bonus granted by race, such as a natural armor bonus or the svirfneblin's constant dodge bonus.
- –1 to racial level adjustment (to make the character effectively 1st level).

When the character gains enough experience to advance a level, he does not actually gain a class level. Instead, his negative level adjustment is lessened by 1 at each new level attained until it reaches 0. At that point, the character has "bought off" his racial level adjustment. He has one class level and his full racial level adjustment, so his effective character level (ECL) equals 1 + his level adjustment.

For example, a tiefling has a +1 level adjustment, so a 1st-level tiefling character would have a –1 negative level adjustment. Her effective character level is 1st, since her negative level adjustment cancels out her racial level adjustment. When she gains 1,000 XP (enough to advance to 2nd level), she does not gain a class level, but her negative level adjustment is eliminated, making her the equivalent of a 2nd-level character (one class level +1 level adjustment).

Likewise, a 1st-level drow character begins play with a –2 level adjustment. When he gains 1,000 XP, his negative level adjustment is reduced to –1. When he gains a total of 3,000 XP, it is eliminated altogether. At that point, he is the equivalent of a 3rd-level character, with one class level and a +2 level adjustment.

lesser versions

As an alternative to the use of negative level adjustments to offset racial level adjustments at the lowest character levels, this variant offers different versions of powerful races that aren't as powerful. A "lesser drow," for example, doesn't have all the traits and abilities of a standard drow character, but she can be played as a 1st-level character right alongside characters of other races. Since such characters never have to worry about level adjustments, they are sometimes more enjoyable to play than a character with a negative level adjustment, even if they lack some exciting features of the race.

If you use these lesser racial versions in your campaign, you should use them across the board—for NPCs as well as player characters. Thus, a party that includes a lesser drow should never encounter drow from the *Monster Manual* in your game. Instead, all the drow in your campaign should be lesser drow. Of course, nobody calls them "lesser drow," since all drow have the same racial characteristics in the game.

LESSER GRAY DWARVES

Lesser duergar have the following racial traits.

Racial Abilities: These traits are in addition to the standard dwarf abilities in the *Player's Handbook*, except where noted.

- +2 Constitution, –4 Charisma: Lesser duergar are extremely withdrawn and guarded. These adjustments replace the ability adjustments given for dwarves in the *Player's Handbook*.
- Weapon Familiarity: Unlike other dwarves, lesser duergar do not have weapon familiarity with the dwarven waraxe or dwarven urgrosh.
- +2 racial bonus on saving throws against poison, phantasms, and paralysis: This trait replaces the dwarf's +2 racial bonus on saves against poison, as given in the *Player's Handbook*.
- +2 racial bonus on Hide and Move Silently checks: Lesser gray dwarves excel at stealthy movement.
- Spell-Like Abilities: 1/day—*enlarge person*. Caster level equals twice the lesser duergar's class levels (minimum 3rd). These abilities affect only the lesser duergar and whatever he carries.
- Light Sensitivity: Lesser duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

LESSER DROW

Lesser drow have the following racial traits.

Racial Abilities: These traits are in addition to the standard elf abilities in the *Player's Handbook,* except where noted.

- +2 Dexterity, –2 Constitution: The lesser drow have ruthlessly selected for agility at the expense of hardiness over countless generations. These adjustments replace the ability adjustments given for elves in the *Player's Handbook.*
- Darkvision: Lesser drow can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and lesser drow can function just fine with no light at all. This ability replaces the low-light vision noted for elves in the *Player's Handbook.*
- Weapon Proficiency: Lesser drow are automatically proficient with the hand crossbow, rapier, and short sword. These proficiencies replace those of standard elves.
- +2 racial bonus on Will saves against spells and spell-like effects.
- Spell-Like Abilities: A lesser drow with a Charisma score of at least 10 has the following spell-like abilities: 1/day—*dancing lights, daze, touch of fatigue.* Caster level equals the lesser drow's class levels.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds lesser drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This trait replaces the favored class entry for elves in the *Player's Handbook.*

LESSER PLANETOUCHED

All lesser planetouched have the following racial trait in common, in addition to all the racial traits detailed elsewhere in this book.

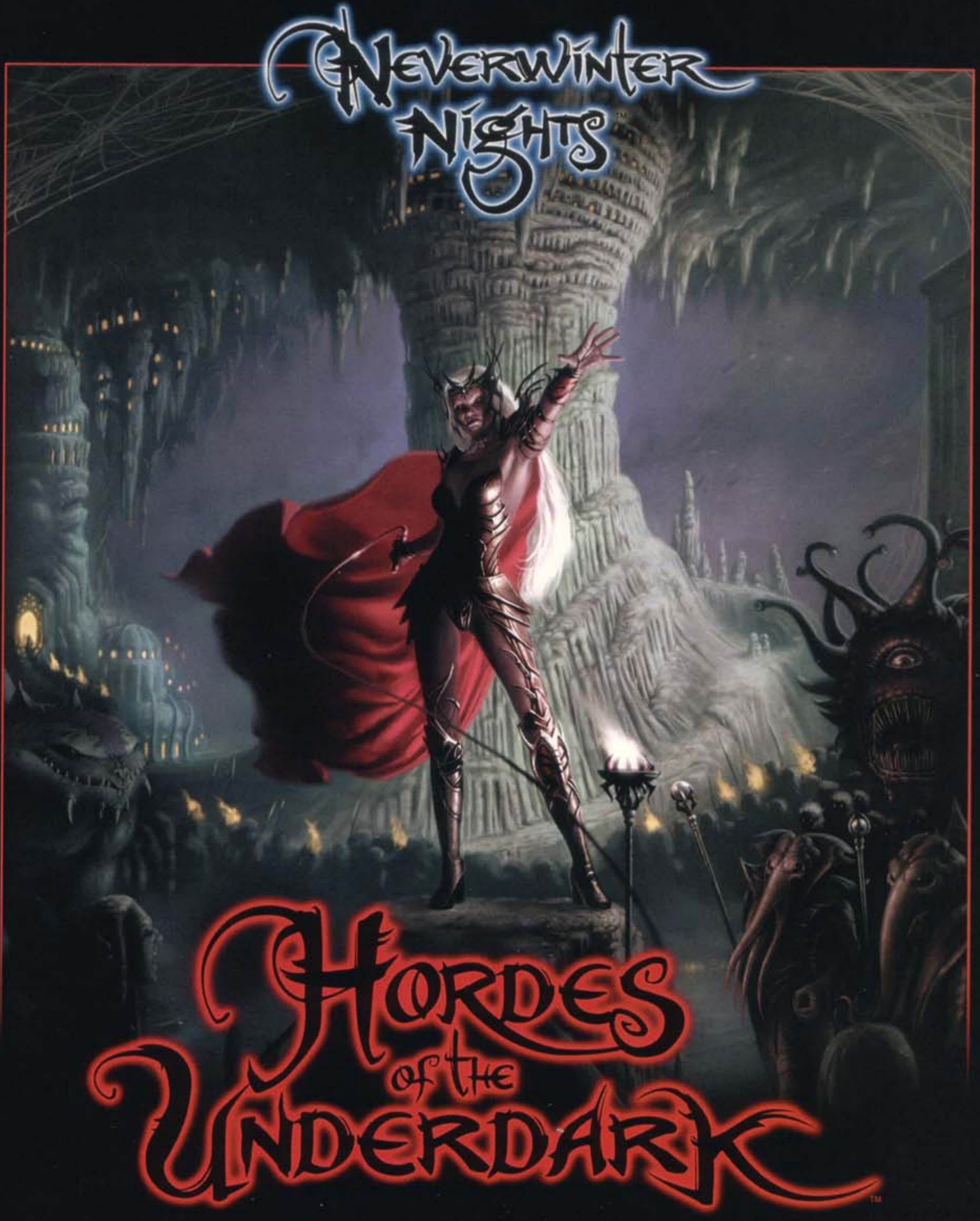
- Planetouched: Planetouched are humanoids (not outsiders) with the planetouched subtype. They are susceptible to spells and effects that specifically target both humanoids or outsiders. *Charm person* works against them, and so does *banishment.* This trait replaces the outsider entry in each planetouched description.

LESSER DEEP GNOMES

Lesser svirfneblin have the following racial traits.

Racial Abilities: These traits are in addition to the standard gnome abilities in the *Player's Handbook,* except where noted.

- –2 Strength, +2 Dexterity: Lesser deep gnomes are quick but not terribly strong. These adjustments replace the ability adjustments given for gnomes in the *Player's Handbook.*
- Darkvision: Lesser svirfneblin can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and svirfneblin can function just fine with no light at all.
- Stonecunning: This ability grants a lesser svirfneblin a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A lesser svirfneblin who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a svirfneblin can use the Search skill to find stonework traps as a rogue can. A lesser svirfneblin can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Lesser svirfneblin have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 racial bonus on saving throws against spells and spell-like effects: Lesser svirfneblin are resistant to magic. This trait replaces the +2 racial bonus on saving throws against illusions given for gnomes in the *Player's Handbook.*
- +1 dodge bonus to Armor Class against all creatures: This trait replaces the +4 dodge bonus against monsters of the giant type given for gnomes in the *Player's Handbook.*
- Weapon Familiarity: Lesser svirfneblin may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by lesser svirfneblin.
- Spell-Like Abilities: 1/day—*resistance, daze, lullaby.* Caster level equals one-half character level, DC 10 + spell level + Cha modifier.
- +2 racial bonus on Hide checks: A svirfneblin is an expert at remaining unseen. This bonus improves to +4 underground.
- Favored Class: Rogue. This trait replaces the favored class entry for gnomes in the *Player's Handbook.*



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MONSTER UPDATE

Conversion of the monsters presented in the *FORGOTTEN REALMS Campaign Setting* and *Monstrous Companion: Monsters of Faerûn* is fairly straightforward. This appendix summarizes the changes to monster skills and feats, damage reduction, type and subtype, and other information required to bring all of the monsters presented in those two books up to date with the latest version of the core rulebooks.

The statistics given here indicate the changes to existing statistics required to update the creatures to v.3.5. They are not full statistics blocks. Each entry provides the following revised information about each monster.

Monster: Type (Subtype); Base Attack/Grapple; Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment; Notes. Entries omitted from this list have not changed.
Special Attacks/Qualities
Typical Spells

These elements are as follows.

Space/Reach: Each monster's space/reach is indicated in its entry.

Base Attack/Grapple: Each monster's base attack and grapple are indicated in its entry.

Damage Reduction: Each monster that has damage reduction has a new entry that conforms to the new damage reduction rules. A few monsters that did not have damage reduction in their original entries have gained it under the revised D&D rules.

Skills: A complete, revised skill entry takes into consideration new skill point calculations, new synergy bonuses, and changed or deleted skills.

Feats: A complete, revised feats entry takes into consideration new feat calculations and new feats.

Level Adjustment: A level adjustment is specified here for every monster that could be appropriate as a player character or cohort in a D&D campaign below 20th level. As in the revised *Monster Manual,* level adjustments are not included for monsters whose level adjustments would make them epic-level characters, or for creatures with Intelligence scores of 2 or below, or for creatures otherwise deemed inappropriate for use as PCs or cohorts.

Notes: Any other change to the monster is indicated here. Such adjustments might include a change in type (since the Beast and Shapechanger types have been eliminated), modified statistics because of changes in feats, adjustments to energy resistance, reminders about changed rules that the monster utilizes (such as cold and fire subtypes), and, in a few cases, errata to the monster's original entry.

Special Attacks/Qualities: Additions, deletions, or major changes in these categories are indicated here.

Typical Spells: Any monster that uses spells has a typical spell list given here.

In addition to the information below, remember the following general rule: If a monster has a common special attack, special qual-

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ity, or subtype, refer to the glossary in the revised Monster Manual instead of the monster's entry in its original sourcebook. Likewise, use the type definitions and properties, such as undead or construct traits, in the Monster Manual in preference to the ones in the original sourcebooks.

Forgotten Realms Campaign Setting

The following monsters are from the *Forgotten Realms Campaign Setting*.

Lizard, Pack: Animal; +6/+17; 10 ft./5 ft.; Climb +18, Hide +3*, Listen +6, Move Silently +5, Spot +6; Alertness, Power Attack, Weapon Focus (bite); LA —; Weapon Focus changes bite attack to +13 melee.

Lizard, Riding: Animal; +3/+11; 10 ft./5 ft.; Climb +14, Hide +0, Jump +11, Listen +3, Spot +3; Alertness, Endurance; LA —.

Lizard, Spitting Crawler: Animal; +0/–12; 2-1/2 ft./0 ft.; Balance +6, Climb +10, Escape Artist +4, Hide +12; Agile, Weapon Finesse^B; LA —; uses Dexterity for Climb checks.

Snake, Two-Headed Adder: Animal; +0/–6; 5 ft./5 ft.; Balance +14, Climb +11, Escape Artist +5, Hide +12, Listen +6, Spot +6, Swim +6; Agile, Weapon Finesse^B; LA —.

Skills: A two-headed adder has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened. A two-headed adder uses either its Strength modifier or its Dexterity modifier for Climb checks, whichever is higher.

A two-headed adder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snake, Winged Viper: Animal; +2/+6; 10 ft.; Balance +12, Climb +6, Hide +5, Listen +7, Spot +7; Alertness, Weapon Finesse; LA —.

Skills: A winged viper has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance checks. A winged viper uses either its Strength modifier or its Dexterity modifier for Climb checks, whichever is higher.

Beholder, Death Tyrant: Undead; +5/+9; 10 ft./5 ft.; Search +4, Spot +6; Feats —; LA —. No Iron Will reduces Will save to +9.

Replace the spell-like ability *feather fall* with the extraordinary ability flight, as described in the Beholder entry in the *Monster Manual.* Replace the special quality partial actions only with single actions only, as described in the Zombie entry in the *Monster Manual.*

Dracolich: See *Draconomicon.*

Gargoyle, Kir-Lanan: Monstrous humanoid; +4/+6; 5 ft./5 ft.; Escape Artist +3, Hide +7, Listen +2, Move Silently +4, Spot +2, Use Magic Device +2; Flyby Attack, Stealthy; LA +4.

Rothé, Deep: Magical beast; +2/+2; 5 ft./5 ft.; Listen +5, Spot +4; Alertness; LA —.

Rothé, Ghost: Magical beast; +4/+16; 10 ft./5 ft.; Listen +6, Spot +5; Alertness, Power Attack; LA —.

Rothé, Surface: Magical beast; +3/+11; 10 ft./5 ft.; Listen +6, Spot +4; Alertness, Power Attack; LA —.

Shade: Outsider; +9/+12; 5 ft./5 ft.; LA +5.

Monstrous Compendium: Monsters of Faerûn

The following monsters are from the *Monstrous Compendium: Monsters of Faerûn.*

Aarakocra: Monstrous Humanoid; +1/+0; 5 ft./5 ft.; Craft or Knowledge (any one) +2, Listen +2, Spot +2, Survival +2; Flyby Attack; LA +2.

Aballin: Ooze; +2/+11; 10 ft./10 ft.; 10/magic and bludgeoning; Skills —; Feats —; LA —.

Abishai, Black: Outsider (evil, extraplanar, lawful); +5/+7; 5 ft./5 ft.; 5/good; Bluff +9, Concentration +10, Diplomacy +3, Disguise +9, Escape Artist +10, Intimidate +11, Listen +9, Search +8, Spot +9; Improved Initiative, Multiattack; LA +6. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, Blue: Outsider (evil, extraplanar, lawful); +7/+10; 5 ft./5 ft.; 10/good; Bluff +14, Concentration +13, Diplomacy +4, Disguise +12, Escape Artist +13, Intimidate +16, Listen +11, Search +10, Spot +11; Improved Initiative, Multiattack, Persuasive; LA +8. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, Green: Outsider (evil, extraplanar, lawful); +6/+8; 5 ft./5 ft.; 10/good; Bluff +13, Concentration +12, Diplomacy +4, Disguise +11, Escape Artist +12, Intimidate +15, Listen +10, Search +9, Spot +10; Improved Initiative, Multiattack, Persuasive; LA +7. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, Red: Outsider (evil, extraplanar, lawful); +8/+11; 5 ft./5 ft.; 10/good; Bluff +14, Concentration +14, Diplomacy +16, Disguise +14, Escape Artist +14, Intimidate +16, Listen +13, Search +12, Spot +13; Improved Initiative, Multiattack, Weapon Focus (tail); LA +9. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, White: Outsider; +4/+5; 5 ft./5 ft.; 5/good; Bluff +10, Concentration +9, Diplomacy +3, Disguise +8, Escape Artist +9, Intimidate +12, Listen +8, Search +7, Spot +8; Multiattack, Persuasive; LA +8. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Alaghi: Monstrous humanoid; +9/+13; 5 ft./5 ft.; Hide +6, Listen +5, Move Silently +6, Spot +5; Alertness, Great Fortitude, Power Attack, Stealthy; LA +2. Without Ambidexterity, attacks change to handaxe +13/+8 melee (1d6+4) and slam +8 melee (1d4+2) or javelin +10 ranged (1d6+4).

Asabi: Monstrous humanoid; +3/+3; 5 ft./5 ft.; Hide +7, Jump +17, Move Silently +7; Combat Reflexes, Skill Focus (Jump); LA +3. Type changes to monstrous humanoid; attacks change to scimitar +3 melee (1d6/18–20) and bite –2 melee (1d4) or light crossbow +4 ranged (1d8/19–20); saves change to Fort +1, Ref +4, Will +4. Add darkvision 60 ft. to special qualities.

Asabi, Stingtail: Monstrous humanoid; +7/+13; 10 ft./10 ft.; Hide +1, Jump +11, Move Silently +3; Improved Initiative, Multiattack, Skill Focus (Jump); LA +5. Type changes to monstrous humanoid; attacks change to 2 claws +8 melee (1d6+2) and bite +6 melee (1d6+1) and tail +6 melee (1d4+1 plus poison); saves change to Fort +4, Ref +5, Will +4. Add darkvision 60 ft. to special qualities.

Banedead: Undead; +3/+4; 5 ft./5 ft.; 5/silver; Hide +9, Knowledge (religion) +3, Listen +8, Move Silently +9, Search +5, Spot +8; Improved Initiative, Multiattack, Stealthy. Attacks change to 2 claws +4 melee (1d4+1 plus 1 point Dexterity) and bite +2 melee (1d6). Add darkvision 60 ft. to special qualities.

Baneguard: Undead; +2/+3; 5 ft./5 ft.; 5/bludgeoning; Hide +4, Listen +5, Move Silently +4, Search +4, Spot +5; Blind-Fight, Combat Casting; LA +3. Add darkvision 60 ft. to special qualities.

Banelar: Magical beast; +7/+23; 15 ft./15 ft.; Concentration +15, Diplomacy +13, Intimidate +13, Spot +13, Swim +16; Use Magic Device +13; Improved Initiative, Iron Will, Spell Focus (enchantment); CR 7; LA —. Add darkvision 60 ft. and low-light vision to special qualities.

Typical Cleric Spells (5/4/4/3): 0—*cure minor wounds, detect magic, guidance, resistance, virtue;* 1st—*command, cure light wounds, divine favor, entropic shield;* 2nd—*augury, fog cloud, resist energy, silence;* 3rd—*dispel magic, invisibility purge, searing light.*

Typical Wizard Spells ():

Bat, Deep, Bonebat: Undead; +2/+3; 5 ft./5 ft.; 5/bludgeoning; Hide +5, Listen +5, Move Silently +5, Spot +5; Alertness, Flyby Attack. Attacks change to bite +3 melee (1d6+1 plus paralysis); weapon immunities change to damage reduction; duration of paralysis changes to 1d4+1 rounds; add darkvision 60 ft. to special qualities.

Bat, Deep, Night Hunter: Magical beast; +2/+2; 5 ft./5 ft.; Hide +6, Listen +2, Move Silently +6, Spot +2; Multiattack. Attacks change to tail stab +2 melee (1d6) and bite +0 melee (1d6) and 2 claws +0 melee (1d4). Add darkvision 60 ft. and low-light vision to special qualities.

Bat, Deep, Sinister: Magical beast; +4/+12; 10 ft./5 ft.; Hide +2, Listen +9, Move Silently +7, Spot +9; Alertness, Flyby Attack. Add darkvision 60 ft. and low-light vision to special qualities.

Beast of Malar: Magical beast (shapechanger); 5 ft./5 ft.; 10/magic and silver. Type changes to magical beast (shapechanger); Hit Dice change to 9d10+45 (94 hp); Will save changes to +5 (all forms); add darkvision 60 ft. and low-light vision to special qualities.

Shapeshifting allows the beast of Malar to heal at its normal daily resting rate (9 points per day).

Hunting Panther Form: +9/+11; Balance +18, Climb +5, Hide +17*, Jump +25, Listen +11, Move Silently +17, Spot +11, Survival +5, Swim +5; Track^B, Weapon Finesse^B. Attacks change to 2 claws +15 melee (1d4+2) and bite +13 melee (1d6+1).

Claw Slayer Form: +9/+19; Climb +21, Hide +5, Jump +7, Listen +11, Move Silently +5, Spot +11, Survival +5, Swim +13; Improved Critical (claws)^B, Power Attack^B. Attacks change to bite +19 melee (2d6+10/19–20) and 4 claws +17 melee (1d6+5/19–20).

Bat Form: +9/+12; Climb +6, Hide +5, Jump –6, Listen +6, Move Silently +5, Spot +6, Survival +0, Swim +6; Alertness, Combat Reflexes, Flyby Attack^B, Improved Critical (bite)^B, Improved Initiative, Multiattack, Weapon Focus (bite)^B. Attacks change to bite +13 melee (1d6+4/19–20).

Beholderkin, Death Kiss: Aberration; +9/+16; 10 ft./10 ft.; Hide +4, Listen +9, Search +9, Spot +9, Survival +7; Alertness, Great Fortitude, Iron Will, Power Attack, Skill Focus (Search). Add darkvision 60 ft. to special qualities.

Beholderkin, Eyeball: Aberration; +0/–14; 1 ft./0 ft.; Hide +19, Listen +2, Search +4, Spot +6; Alertness. Size changes to Diminutive; add darkvision 60 ft. to special qualities.

Beholderkin, Gouger: Aberration; +10/+19; 5 ft./5 ft. (15 ft. with tongue); Hide +3, Listen +4, Move Silently +4, Search +6, Spot +10, Survival +2; Alertness, Great Fortitude, Improved Critical (tongue), Improved Initiative, Stealthy. Add darkvision 60 ft. to special qualities.

Bullywug: Humanoid (aquatic); +0/+1; 5 ft./5 ft.; Hide +4*, Swim +9; Endurance; LA +1; Ability scores change to: Str 13, Dex 11, Con 18, Int 6, Wis 5, Cha 4. Hit Dice change to 1d8+4 (8 hp); attacks change to halfspear +1 melee (1d6+1); saves change to Fort +6, Ref +0, Will –3.

The bullywug presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Chitine: Revised in *Underdark.*

Choldrith: Aberration; +3/+11; 10 ft./5 ft.; Balance +8, Climb +16, Concentration +8, Jump +9, Knowledge (religion) +7, Spellcraft +6; Combat Casting, Lightning Reflexes; LA +5. Add darkvision 60 ft. to special qualities.

Typical Spells (5/4/3): 0—*cure minor wounds* (2), *detect magic* (2), *resistance;* 1st—*cure light wounds* (2), *magic weapon, shield of faith;* 2nd—*bear's endurance, cure moderate wounds, sound burst.*

Chosen One: Monstrous humanoid; +3/+3; 5 ft./5 ft.; Climb +2, Listen +5, Spot +5; Alertness, Multiattack; LA +4. Add darkvision 60 ft. to special qualities.

Cloaker Lord: Aberration; +6/+22; 15 ft./10 ft. (5 ft. with bite); Hide +5, Knowledge (arcana) +16, Listen +15, Move Silently +13, Spellcraft +18, Spot +15; Blind-Fight^B, Combat Expertise, Combat Reflexes, Improved Initiative, Lightning Reflexes. Add darkvision 60 ft. to special qualities.

Crawling Claw: Construct (swarm), +0/—; 10 ft./0 ft.;

Add distraction to special attacks; add blindsight 60 ft. and swarm traits to special qualities.

Darkenbeast: Magical beast; +5/+8; 5 ft./5 ft.; Hide +4, Listen +2, Move Silently +4, Spot +2; Great Fortitude, Improved Initiative; LA +5. Add darkvision 60 ft. and low-light vision to special qualities.

Dark Tree: Plant; +7/+24; 15 ft./10 ft. (0 ft. with bite); Disguise +11; Cleave, Improved Sunder, Iron Will, Power Attack. Iron Will changes Will save to +5; add low-light vision to special qualities.

Change Vulnerable to Cold to Cold Vulnerability (takes half again as much [+50%] damage as normal from cold).

Deepspawn: Aberration; +10/+18; 15 ft./20 ft.; Craft (trapmaking) +20, Diplomacy +2, Hide +10, Knowledge (dungeoneering) +10, Listen +18, Sense Motive +13, Spot +18, Survival +3 (underground +5), Swim +17; Cleave, Improved Bull Rush, Multiattack, Multiweapon Fighting, Power Attack. Add darkvision 60 ft. to special qualities.

Demon, Ghour: Outsider (chaotic, evil, extraplanar); +12/+29; 15 ft./15 ft.; 15/good; Bluff +15, Climb +24, Concentration +20, Diplomacy +17, Disguise +4 (acting), Hide +6, Intimidate +2, Jump +28, Listen +16, Move Silently +14, Spot +16, Survival +16; Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Track. Add darkvision 60 ft to special qualities, change energy resistance to resistance to acid 10, cold 10, and fire 10; change telepathy to telepathy 100 ft.

Demon, Yochlol: Outsider (chaotic, evil, extraplanar); +6/+10; 5 ft./5 ft.; Bluff +12, Climb (in spider form) +12, Concentration +10, Diplomacy +16, Intimidate +14, Knowledge (the planes) +11, Knowledge (religion) +11, Listen +11, Sense Motive +11, Spellcraft +11, Spot +11; Blind-Fight, Combat Casting, Dodge; LA +6. Add darkvision 60 ft. to special qualities.

Doppelganger, Greater: Monstrous humanoid (shapechanger); +9/+10; 5 ft./5 ft.; Bluff +15*, Diplomacy +5, Disguise +15*, Intimidate +3, Listen +15, Search +13, Sense Motive +13, Spot +15; AlertnessB, Blind-Fight, Combat Expertise, Dodge, Iron Will. Type changes to monstrous humanoid (shapechanger); attacks change to 2 slams +10 melee or rapier +10/+5 melee; Fortitude save changes to +4; add darkvision 60 ft. to special qualities.

Dragon, Brown: Dragon (earth); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +2, very young +3, young +4, juvenile +5. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Climb, Hide, and Survival are considered class skills for brown dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Deep: Dragon (earth); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +4, very young +4, young +5. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Hide, Move Silently, and Swim are considered class skills for deep dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Fang: Dragon (air); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +3, very young +4, young +5, juvenile +5. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Bluff, Jump, and Survival are considered class skills for fang dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Shadow: Dragon (earth); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +3, very young +3, young +3, juvenile +4. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Hide, Jump, and Move Silently are considered class skills for shadow dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Song: Dragon (air); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +5, very young +5, young +5, juvenile +6. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Bluff, Disguise, and Jump are considered class skills for song dragons. These are in addition to the skills noted in the Monster Manual as class skills for all dragons. See the *Monster Manual* glossary for Alternate Form ability.

Dragonkin: Monstrous humanoid; +7/+15; 10 ft./10 ft.; Intimidate +7, Listen +11, Spot +11; Alertness, Flyby Attack, Great Fortitude; LA +3. Add darkvision 60 ft. to special qualities.

Dread Warrior: Undead (augmented humanoid); +2/+5; 5 ft./ 5 ft.; Climb +6*, Jump +5*, Spot +8; Power Attack, Toughness, Weapon Focus (battleaxe). Add darkvision 60 ft. to special qualities.

Skills: A dread warrior gains a +4 racial bonus on Climb, Jump, and Spot checks. *The above skill modifiers include a –8 armor check penalty for banded mail and heavy steel shield, where applicable.

Firenewt: Monstrous humanoid (fire); +2/+2; 5 ft./5 ft.; Intimidate +2, Ride +3; Mounted Combat; LA +3. Update for changes to fire subtype.

Ghaunadan: Aberration (shapechanger); +3/+4; 5 ft./5 ft.; Bluff +9, Diplomacy +11, Disguise +9*, Hide +8, Intimidate +5; Improved Initiative, Toughness; LA +6. Type changes to aberration (shapechanger); saves change to Fort +2, Ref +3, Will +5; replace resistance to blunt weapons with damage reduction 5/piercing or slashing.

Duration of paralysis changes to 1d4+1 rounds; add the following.

Change Shape (Su): Once per day, for up to 15 hours at a time, a ghaunadan can assume an attractive humanoid form that is unique to the individual creature. Most appear as human males, but some have been known to take the forms of drow females instead. In this form, they wear clothing and armor (favoring the garish colors of Ghaunadar's clerics, namely copper, amber, orange, russet, and a range of purples) and use weapons. See the *Monster Manual* glossary for more information.

Giant, Fog: Giant (air); +10/+27; 15 ft./15 ft.; Climb +26, Hide –8*, Jump +26, Listen +4, Spot +21; Alertness, Awesome Blow, Cleave, Improved Bull Rush, Power Attack; LA —.

Giant, Phaerlin: Giant (earth); +6/+19; 15 ft./15 ft.; Listen +4, Spot +5; Cleave, Improved Bull Rush, Power Attack; LA +5.

Giant Strider: Magical beast (fire); +2/+10; 10 ft./5 ft.; Listen +4; Run; LA +2. Add darkvision 60 ft. to special qualities.

Update for changes to fire subtype.

Gibberling: Monstrous humanoid; +0/–4; 5 ft./5 ft.; Spot +2; Weapon Focus (bite); LA +1. Type changes to monstrous humanoid; Will save changes to +0; add darkvision 60 ft. to special qualities.

Goblin, Dekanter: Humanoid (goblinoid); +2/+5; 5 ft./5 ft.; Climb +6, Intimidate +2, Jump +0, Listen +4, Spot +4; Power Attack; LA +3. Type changes to humanoid; attacks change to gore +4 melee (1d6+3) or 2 claws +4 melee (1d4+1); Will save changes to +1; add darkvision 60 ft. to special qualities.

Golem, Gemstone, Ruby: Construct; +7/+17; 10 ft./10 ft.; 10/adamantine; Climb +19, Jump +19; Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —. Gains 30 bonus hit points (as construct); Hit Dice change to 10d10+30 (85 hp); add darkvision 60 ft. to special qualities.

Magic Immunity (Ex): A ruby golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

Caster Level: 16th; *Prerequisites:* Craft Construct, *limited wish, move earth, polymorph any object,* and *stone shape,* creator must be 16th level; *Market Price:* 120,000 gp; *Cost to Create:* 65,000 gp + 4,700 XP.

Golem, Gemstone, Emerald: Construct; +9/+21; 10 ft./10 ft.; 10/adamantine; Climb +23, Jump +23; Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —; Gains 30 bonus hit points (as construct); Hit Dice change to 12d10+30 (96 hp); add darkvision 60 ft. to special qualities.

Magic Immunity (Ex): An emerald golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

Caster Level: 17th; *Prerequisites:* Craft Construct, *dimensional anchor, polymorph any object, stone shape,* and *teleportation circle,* creator must be 17th level; *Market Price:* 130,000 gp; *Cost to Create:* 70,000 gp + 4,800 XP.

Golem, Gemstone, Diamond: Construct; +10/+24; 10 ft./10 ft.; 15/adamantine; Climb +27, Jump +27; Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —. Gains 30 bonus hit points (as construct); Hit Dice change to 14d10+30 (107 hp); add darkvision 60 ft. to special qualities.

Magic Immunity (Ex): A diamond golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

Caster Level: 16th; *Prerequisites:* Craft Construct, *dispel magic, limited wish, polymorph any object, stone shape, sunbeam; Market Price:* 140,000 gp; *Cost to Create:* 75,000 gp + 5,500 XP.

Golem, Thayan: Construct; +5/+8; 5 ft./5 ft.; 10/adamantine; Skills —; Point Blank Shot[B], Precise Shot[B], Rapid Shot[B]; LA —. Gains 20 bonus hit points (as construct); Hit Dice change to 7d10+20 (58 hp); add darkvision 60 ft. to special qualities.

Caster Level: 11th; *Prerequisites:* Craft Construct, *shield, geas/quest, shadow conjuration,* creator must be 11th level; *Market Price:* 25,000 gp; *Cost to Create:* 13,500 gp + 920 XP.

Green Warder: Plant; +3/+5; 5 ft./5 ft.; Hide +4*, Move Silently +5, Survival +5; Stealthy, Toughness; LA +4. Add low-light vision to special qualities.

Gains skills and feats as plant, not fey.

Groundling: Monstrous humanoid; +3/+4; 5 ft./5 ft.; Escape Artist +3, Listen +3, Survival +6; Skill Focus (Survival), Track; LA +3. Grab special attack changes to improved grab.

Improved Grab (Ex): If the groundling hits both claws it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. When the groundling gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The groundling can move (possibly carrying away the opponent), provided it can drag the opponent's weight. A groundling typically tries to drag a grabbed opponent into its burrow.

Gulguthydra: Aberration; +4/+18; 15 ft./15 ft.; Listen +8, Spot +8; Cleave, Great Cleave, Improved Bull Rush, Iron Will, Multiattack, Power Attack; LA —. Add darkvision 60 ft. to special qualities.

Half-Fiend, Draegloth: Outsider (native); +6/+16; 10 ft./10 ft.; Concentration +11, Hide +7, Jump +15, Knowledge (religion) +10, Listen +9, Move Silently +11, Search +10, Spellcraft +10, Spot +9; Blind-Fight, Cleave, Power Attack; LA —. Add darkvision 60 ft. and resistance to acid 10, cold 10, electricity 10, and fire 10 to special qualities.

Helmed Horror: Construct; +9/+14; 5 ft./5 ft.; Diplomacy +5, Listen +15, Search +13, Sense Motive +15, Spot +15, Survival +3 (+5 following tracks); Great Fortitude, Improved Critical (greatsword), Improved Initiative, Toughness, Weapon Focus (greatsword). Add darkvision 60 ft. to special qualities.

Hybsil: Fey; +0/–5; 5 ft./5 ft.; Bluff +3, Craft (any one) +4, Disable Device +3*, Hide +10, Jump +12, Listen +3, Search +3, Spot +3, Survival +7, Use Rope +4; Dodge^B, Mobility^B, Weapon Finesse; LA +3. Attacks change to dagger +3 melee or shortbow +3 ranged.

Ibrandlin: Dragon (fire); +10/+34; 20 ft./15 ft.; Climb +20, Jump +22, Listen +12, Search +7, Spot +11; Alertness, Blind-Fight, Improved Bull Rush, Power Attack; LA +8.

Ice Serpent: Elemental (air, cold); +4/+13; 10 ft./5 ft.; 5/magic; Move Silently +11, Spot +6; Dodge, Mobility, Power Attack; LA +4. Update for changes to cold subtype.

Leucrotta: Magical beast; +6/+14; 10 ft./5 ft.; Climb +12, Hide +1, Jump +15, Move Silently +3, Search +3, Spot +8, Survival +8; Dodge, Improved Bull Rush, Power Attack; LA +4. Add darkvision 60 ft. and low-light vision to special qualities.

Bone Bite (Ex): On a critical hit, the leucrotta's bite deals [TS]3 damage to both the target and the target's armor. Armor reduced to 0 hp is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Malaugrym: Outsider (evil, extraplanar, shapechanger); +5/+6; 5 ft./5 ft.; 10/silver; Bluff +10, Diplomacy +14, Disguise +10*, Intimidate +12, Knowledge (any two) +10, Listen +9, Search +10, Sense Motive +9, Spot +9; Blind-Fight, Combat Expertise, Great Fortitude^B, Iron Will^B; LA +6. Type changes to Outsider (extraplanar, shapechanger); attacks change to tentacle +6 melee; add darkvision 60 ft. to special qualities; replace alternate form with change shape in special qualities (see *Monster Manual* glossary).

Meazel: Monstrous humanoid; +4/+4; 5 ft./5 ft.; Hide +6, Move Silently +6, Sleight of Hand +5, Swim +4; Improved Initiative, Stealthy; LA +3. Add darkvision 60 ft. to special qualities.

Myrlochar: Outsider (chaotic, evil, extraplanar); +6/+7; 5 ft./5 ft.; Balance +11, Climb +18, Hide +13, Jump +12, Knowledge (religion) +10, Listen +12, Spot +24, Survival +10, Tumble +11; Alertness, Improved Initiative, Track; LA +5. Change blindsight to blindsight 60 ft. in special qualities.

Nishruu: Outsider (chaotic); +9/—; 10 ft./5 ft.; 10/magic; Concentration +15, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (the planes) +13, Listen +16, Move Silently +12, Search +13, Spellcraft +15, Spot +16; Alertness, Improved Initiative, Iron Will, Toughness; LA —. Add darkvision 60 ft. to special qualities; change energy resistance to cold resistance 10.

Nyth: Aberration; +5/–1; 5 ft./5 ft.; Diplomacy +9, Knowledge (arcana) +7, Listen +11, Sense Motive +9, Spot +11; Alertness, Lightning Reflexes, Weapon Finesse; LA +10. Add darkvision 60 ft. to special qualities.

Peryton: Magical beast; +5/+8; 5 ft./5 ft.; 10/magic; Intimidate +2, Listen +3, Move Silently +5, Spot +5, Survival +7; Flyby Attack, Multiattack; LA +3. Add darkvision 60 ft. and low-light vision to special qualities.

Phaerimm: See the Phaerimm entry at the end of this article.

Planetouched, Genasi, Air: Outsider (native); +1/+1; 5 ft./5 ft.; Hide +3, Move Silently +3, Spot +0, Tumble +3; Dodge; LA +1. Abilities change to Str 13, Dex 13, Con 12, Int 12, Wis 7, Cha 6; Hit Dice change to 1d8+1 (5 hp); damage changes to rapier 1d6+1; saves change to Fort +3, Ref +1, Will –2.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Genasi, Earth: Outsider (native); +1/+2; 5 ft./5 ft.; Climb +4, Craft (blacksmithing) +4; Toughness; LA +1. Abilities change to Str 15, Dex 11, Con 14, Int 10, Wis 7, Cha 6; Hit Dice change to 1d8+5 (9 hp); attacks change to greatclub +3 melee (1d10+2); saves change to Fort +4, Ref +0, Will –2.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Genasi, Fire: Outsider (native); +1/+1; 5 ft./5 ft.; Bluff +0, Hide +1, Intimidate +0; Improved Initiative; LA +1. Abilities change to Str 13, Dex 11, Con 12, Int 12, Wis 9, Cha 6; Hit Dice change to 1d8+1 (5 hp); attacks change to scimitar +2 melee (1d6+1); saves change to Fort +3, Ref +0, Will –1.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Genasi, Water: Outsider (native); +1/+1; 5 ft./5 ft.; Diplomacy +0, Profession (sailor) +1; Weapon Focus (trident); LA +1. Abilities change to Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6; Hit Dice change to 1d8+2 (6 hp); attacks change to trident +3 melee (1d8+1); saves change to Fort +4, Ref +0, Will –1.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Tiefling, Fey'ri: Outsider (native); +1/+1; 5 ft./5 ft.; 10/magic; Bluff +3, Hide +4, Listen +2, Move Silently +2, Search +3, Spot +2; Stealthy; LA +2 or +3. Abilities change to Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 8. Hit Dice change to 1d8 (4 hp); initiative changes to +1; attacks change to longsword +2 melee (1d8+1); saves change to Fort +2, Ref +1, Will –1; elf blood (as half-elves); replace alternate form with change shape (any humanoid form) in special qualities (see *Monster Manual* glossary).

The fey'ri presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

A fey'ri can only have one of the following three abilities: damage reduction, dimension door, or enervation. A fey'ri with any of those abilities has a level adjustment of +3.

Planetouched, Tiefling, Tanarukk: Outsider (native); +5/+7; 5 ft./5 ft.; Climb +10, Hide +9, Intimidate +6, Jump +4, Listen +9, Move Silently +9, Search +8, Spot +9; Alertness, Weapon Focus (battleaxe); LA +3. Attacks change to battleaxe +8 melee (1d8+3) and bite +2 melee (1d6+1); add fire resistance 10 to special qualities; spell resistance equals 14 + class levels; orc blood (as half-orcs).

Pterafolk: Monstrous humanoid; +4/+13; 10 ft./10 ft.; Climb +13, Jump +11, Listen +8, Spot +8; Alertness, Power Attack; Flyby

Attack^{B} (in pteranodon form only); LA +4. Type changes to monstrous humanoid (shapechanger); attacks change to 2 claws +9 melee and bite +4 melee; Will save changes to +3; speed changes to 30 ft., climb 20 ft., fly 30 ft. (average) with wings; fly 50 ft. (good) as pteranodon. Add darkvision 60 ft. to special qualities.

Quaggoth: Monstrous humanoid; +3/+7; 5 ft./5 ft.; Climb +12, Hide +2*, Listen +5, Spot +3, Survival +3; Alertness, Improved Initiative; LA +2. Add darkvision 60 ft. to special qualities.

Shalarin: Humanoid (aquatic); +0/+2; 5 ft./5 ft.; Listen +1, Spot +1; Weapon Focus (trident); LA +0. Abilities change to Str 17, Dex 15, Con 12, Int 10, Wis 9, Cha 8; Hit Dice change to 1d8+1 (5 hp); attacks change to trident +5 melee (1d8+4); saves change to Fort +3, Ref +2, Will –1. Add darkvision 60 ft. to special qualities.

The shalarin presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Sharn: Aberration; +3/+11; 10 ft./10 ft.; 10/cold iron; Bluff +9, Concentration +10, Diplomacy +9, Knowledge (arcana) +8, Listen +10, Search +8, Sense Motive +8, Spellcraft +11, Spot +12; Alertness^{B}, Blind-Fight, Combat Reflexes, Multiattack^{B}, Multiweapon Fighting^{B}; LA +5. AC changes to 19 (+5 Dex, –1 size, +5 natural); challenge rating changes to 8; add darkvision 60 ft. to special qualities; haste changes to independent action in special attacks.

Change spellcasting levels to spells, but the function is the same: A sharn casts spells as a 7th-level sorcerer and a 5th-level cleric.

Independent Action (Ex): A sharn's three separate consciousnesses allow it to take two standard actions and a move action, or a full-round action and an extra standard action, each round. It can thus cast two spells in a round, though the two spells must come from the lists of different classes.

Siv: Humanoid (aquatic); +0/+0; 5 ft./5 ft.; Listen +1, Spot +1; Exotic Weapon Proficiency (net), Exotic Weapon Proficiency (siangham); LA +1; Abilities change to: Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 6. Hit Dice change to 1d8+1 (5 hp); attacks change to siangham +2 melee (1d6+1) or net +2 ranged (entanglement) or sling +2 ranged (1d4+1); saves change to Fort +3, Ref +1, Will –1. Change resistant to cold to cold resistance 5.

The siv presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Spectral Panther: Magical beast (incorporeal); +3/+11; 10 ft./5 ft.; Jump +10, Hide +1*, Listen +8, Move Silently +9, Spot +8; Alertness, Improved Initiative; LA +3. Add darkvision 60 ft. and low-light vision to special qualities.

Spider, Subterranean, Hairy Spider: Vermin; +0/–21; 1/2 ft./0 ft.; Climb +3, Hide +22, Jump –5, Spot +12; LA +0.

Spider, Subterranean, Sword Spider: Vermin; +3/+11; 10 ft./5 ft.; Climb +12, Hide +0, Jump +4, Spot +12; LA +3.

Stinger: Monstrous humanoid; +4/+11; 10 ft./5 ft. (10 ft. with stinger and spiked chain); Hide +1, Listen +3, Move Silently +4, Search +2, Spot +2, Survival +2; Exotic Weapon Proficiency (spiked chain), Improved Initiative; LA +3. Improved Initiative is not a bonus feat; add darkvision 60 ft. to special qualities.

Tall Mouther: Aberration; +5/+14; 10 ft./10 ft. (15 ft. with buffets); Climb +6, Hide +1, Listen +4, Search +1, Spot +4, Survival +2; Alertness, Combat Reflexes, Dodge; LA —. Add darkvision 60 ft. to special qualities.

Tomb Tapper: Construct; +12/+30; 15 ft./15 ft.; Appraise +14, Listen +16, Search +18, Spot +16, Survival +16 (+18 following tracks); Cleave, Improved Critical (maul), Iron Will, Power Attack, Weapon Focus (maul). Add darkvision 60 ft. to special qualities.

Unicorn, Black: Magical beast; +4/+13; 10 ft./5 ft.; Intimidate +15, Listen +12, Move Silently +9, Spot +12, Survival +11; Alertness^{B}, Multiattack, Weapon Focus (horn); LA +4 (cohort). Add darkvision 60 ft. and low-light vision to special qualities.

Tressym: Magical beast; +0/–12; 2-1/2 ft./0 ft.; Balance +10, Climb +4, Hide +18*, Listen +3, Move Silently +10, Spot +2; Stealthy, Weapon Finesse^{B}. Add darkvision 60 ft. to special qualities.

Wemic: Monstrous humanoid; +5/+13; 10 ft./5 ft.; Hide +2, Jump +16, Listen +5, Move Silently +6, Spot +5, Survival +4; Alertness, Stealthy; LA +3. Add darkvision 60 ft. to special qualities.

Mountain Wemic Skills: Hide +1, Jump +15, Listen +4, Move Silently +5, Spot +4, Survival +4.

Zombie, Tyrantfog: Undead; +2/+3; 5 ft./5 ft.; 5/magic; Climb +5, Listen +8, Spot +8; Alertness, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Beast of Xvim (Hell Hound): Outsider (evil, extraplanar, fire, lawful); +5/+6 (for sample); 5 ft./5 ft.; 4–7 HD: 5/silver or magic; 8–11 HD: 10/silver; 12+ HD: 10/silver and magic; Hide +14, Jump +13, Listen +8, Move Silently +14, Spot +8, Survival +8*; Improved Initiative, Run, Track^{B}; LA +4 (cohort).

Changes to Hell Hound: Attack changes to bite +6 melee (2d6+1 plus 1d6 fire); add fiery bite to special attacks; update for changes to fire subtype.

Curst: Undead; +5/+8; 5 ft./5 ft.; LA +3.

Lycanthrope, Drow Werebat (Drow Form): Humanoid (elf, shapechanger); +4/+5; 5 ft./5 ft.; Hide +5, Listen +7, Move Silently +3, Search +5, Spot +9; Alertness^{B}, Stealthy, Weapon Focus (rapier).

Lycanthrope, Drow Werebat (Bat Form): Humanoid (elf, shapechanger); +4/+12; 10 ft./5 ft.; 10/silver; Hide +10, Listen +11*, Move Silently +12, Search +5, Spot +13*; Alertness^{B}, Stealthy, Weapon Focus (rapier). Replace sonar with blindsense 40 ft. in special qualities.

Lycanthrope, Drow Werebat (Hybrid Form): Humanoid (elf, shapechanger); +4/+12; 10 ft./10 ft.; 10/silver; Hide +10, Listen +11*, Move Silently +12, Search +5, Spot +13*; Alertness^{B}, Stealthy, Weapon Focus (rapier). Replace sonar with blindsense 40 ft. in special qualities.

Lycanthrope, Werecat (Human Form); Humanoid (human, shapechanger); +2/+3; 5 ft./5 ft.; Balance –8, Concentration +8, Hide –8, Knowledge (religion) +6, Listen +6, Move Silently –7, Spellcraft +6, Spot +6; Alertness^{B}, Extra Turning, Scribe Scroll, Weapon Finesse^{B}.

Lycanthrope, Werecat (Cat Form); Humanoid (human, shapechanger); +2/–3; 5 ft./5 ft.; 10/silver; Balance –8, Concentration +8, Hide +10, Knowledge (religion) +6, Listen +6, Move Silently +8, Spellcraft +6, Spot +6; Alertness^{B}, Extra Turning, Scribe Scroll, Weapon Finesse^{B}.

Lycanthrope, Werecat (Hybrid Form): Humanoid (human, shapechanger); +2/+1; 5 ft./5 ft.; 10/silver; Balance +10, Concentration +8, Hide +6, Knowledge (religion) +6, Listen +6, Move Silently +8, Spellcraft +6, Spot +6; Alertness^{B}, Extra Turning, Scribe Scroll, Weapon Finesse^{B}.

Lycanthrope, Werecrocodile (Human Form): Humanoid (human, shapechanger); +3/+4; 5 ft./5 ft.; Hide +0, Listen +5, Spot +5, Swim –9; Alertness^{B}, Power Attack, Skill Focus (Hide).

Lycanthrope, Werecrocodile (Crocodile Form): Humanoid (human, shapechanger); +3/+8; 5 ft./5 ft.; 10/silver; Hide +7, Listen +5, Spot +5, Swim +15; Alertness^{B}, Power Attack, Skill Focus (Hide). Add hold breath to special qualities.

Hold Breath (Ex): A werecrocodile can hold its breath for a number of rounds equal to 4 [TS] its Constitution score before it risks drowning

Lycanthrope, Werecrocodile (Hybrid Form): Humanoid (human, shapechanger); +3/+8; 5 ft./5 ft.; 10/silver; Hide +7, Listen +5, Spot +5, Swim +15; AlertnessB, Power Attack, Skill Focus (Hide). Add hold breath to special qualities.

Hold Breath (Ex): A werecrocodile can hold its breath for a number of rounds equal to 4 [TS] its Constitution score before it risks drowning.

Lycanthrope, Wereshark (human form): Humanoid (human, shapechanger); +6/+7; 5 ft./5 ft.; Listen +6, Profession (sailor) +6, Spot +7, Swim +2; Alertness^{B}, Blind-Fight, Great Fortitude, Improved Initiative.

Lycanthrope, Wereshark (shark form): Humanoid (human, shapechanger); +6/+14; 10 ft./5 ft.; 10/silver, Listen +6, Profession (sailor) +6, Spot +7, Swim +17; Alertness^{B}, Blind-Fight, Great Fortitude, Improved Initiative. Replace blindsight 30 ft. with blindsense 30 ft. in special qualities.

Lycanthrope, Wereshark (hybrid form): Humanoid (human, shapechanger); +6/+14; 10 ft./10 ft.; 10/silver, Listen +6, Profession (sailor) +6, Spot +7, Swim +17; Alertness^{B}, Blind-Fight, Great Fortitude, Improved Initiative. Replace blindsight 30 ft. with blindsense 30 ft. in special qualities.

Revenant: Undead; +3/+5 (for sample); 5 ft./5 ft.; 5/magic; LA —. Add darkvision 60 ft. to special qualities.

Replace regeneration with fast healing; add undead traits to special qualities.

Fast Healing (Ex): A revenant regains lost hit points at the rate of 3 per round, except for damage dealt by fire, as long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the revenant to regrow or reattach lost body parts.

Yuan-Ti, Tainted One: Monstrous humanoid; +3/+4 (for sample); LA + 2. Use poison 1/day and polymorph 3/day; spell resistance changes to 12 + 1 per two levels; add darkvision 60 ft. to special qualities.

Yuan-Ti, Broodguard: Monstrous humanoid; +3/+4 (for sample); LA +3. Add darkvision 60 ft. to special qualities.

Magic of Faerûn

The following monsters are from the *Magic of Faerûn*.

Beholderkin, Spectator: Aberration; +3/+3; 5 ft./5 ft.; Intimidate +6, Knowledge (arcana) +6, Listen +9, Search +12, Sense Motive +7, Spot +15; Alertness, Improved Initiative; LA —. Add darkvision 60 ft. to special qualities.

Crossroads Guardian: Fey (incorporeal); +8/—; 15 ft./15 ft.; Bluff +21, Decipher Script +21, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +23, Knowledge (nature) +23, Listen +25, Sense Motive +23, Spot +25, Survival +23 (+25 aboveground natural environments); Alertness, Combat Reflexes, Combat Expertise, Dodge, Iron Will, Mobility; LA —.

Crypt Spawn: Undead (augmented [previous type]); +8/+12 (for sample); LA +2. Do not recalculate attack bonus, saves, or skill points. Add darkvision 60 ft. to special qualities.

Scalamagdrion: Dragon; +10/+18; 10 ft./5 ft.; Climb +17, Knowledge (arcana) +12, Listen +16, Move Silently +15, Spot +16; Alertness, Cleave, Combat Reflexes, Power Attack; LA +8 (cohort).

Spectral Mage: Undead (augmented [previous type], incorporeal); +2/—; LA +6. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A spectral mage gains a +8 racial bonus on Hide and Intimidate checks.

Silver Marches

The following monsters are from the *Silver Marches*.

Deer: Animal; +1/+1; 5 ft./5 ft.; Hide +6, Listen +5, Spot +4; Alertness; LA —. Add low-light vision to special qualities.

Elk: Animal; +2/+8; 10 ft./5 ft.; Hide +2, Listen +5, Spot +4; Alertness, Endurance; LA —. Add low-light vision to special qualities.

Red Tiger: Animal; +6/+16; 10 ft./5 ft.; Balance +6, Hide +6 (+10 in fall or winter), Listen +4, Move Silently +10, Spot +4, Swim +7; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw); LA —. Add low-light vision to special qualities.

Branta: Magical beast (cold); +3/+11; 10 ft./5 ft.; Balance +3 (+7 on ice and snow), Jump +14, Listen +4, Spot +4, Swim +5; Alertness, Endurance; LA —. Add darkvision 60 ft. and low-light vision to special qualities.

Giant Raven: Magical beast; +3/+10; 10 ft./5 ft.; Bluff +3, Listen +4, Sense Motive +4, Spot +7 (+11 in daylight), Survival +4; Dodge, Mobility. Add darkvision 60 ft. and low-light vision to special qualities.

Rock Wyrm: Dragon; +8/+17; 10 ft./5 ft.; Bluff +4 (+8 mimicking voices), Craft (trapmaking) +8, Hide +13 (+17 in rocky areas), Jump +16, Listen +13, Move Silently +13, Spot +13, Use Magic Device +11; Combat Reflexes, Multiattack, Weapon Focus (bite); LA +6.

Snowcloak: Aberration (cold); +3/+9; 10 ft./5 ft. (10 ft. with tail); Hide +6 (+10 in snow or ice), Listen +4, Move Silently +5, Spot +5; Flyby Attack, Multiattack; LA +6. Add darkvision 60 ft. to special qualities.

City of the Spider Queen

The following monsters are from the *City of the Spider Queen*.

Abyssal Ghoul: Revised in *Fiend Folio*.

Demon, Blood Fiend: Revised in *Fiend Folio*.

Demon, Maurezhi: Revised in *Fiend Folio*.

Drider Vampire: Undead; 10 ft./5 ft.; 10/magic; Bluff +22, Climb +13, Concentration +14, Hide +17, Listen +23, Move Silently +21, Search +11, Sense Motive +12, Spellcraft +12, Spot +23; Alertness^{B}, Combat Reflexes^{B}, Dodge^{B}, Improved Initiative^{B}, Lightning Reflexes^{B}, Mobility, Multiattack, Two-Weapon Fighting; LA —. Add darkvision 60 ft. to special qualities.

Golem, Spiderstone: Construct; 10 ft./10 ft.; 15/adamantine; Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Focus (slam), Weapon Specialization (slam); LA —. Add darkvision 60 ft. to special qualities.

The spiderstone golem's magic immunity confers immunity to any spell or effect that allows spell resistance, except for evocation spells and effects and divine spells cast by drow. The golem still applies its spell resistance against evocation spells and divine spells cast by drow.

Spiderstone golems must be crafted from a single block of obsidian weighing at least 5,000 pounds, treated with special oils costing at least 10,000 gp. They have the following creation characteristics.

CL 20th; Craft Construct, *animate objects, Tenser's transformation, wish,* caster must be at least 20th level; Price 200,000 gp; Cost 110,300 gp + 12,588 XP (includes potion of bull's strength for Tenser's transformation).

Jade Spider: Construct; 20 ft./15 ft.; 15/adamantine; LA —. Add darkvision 60 ft. to special qualities.

Jade spiders must be assembled from high-quality stone weighing at least 60,000 pounds, treated with special oils costing at least 5,000 gp. They have the following creation characteristics.

Caster Level: 20th; *Prerequisites:* Craft Construct, *animate objects, forcecage, flesh to stone, geas/quest,* caster must be at least 20th level; *Market Price:* 200,000 gp; *Cost to Create:* 106,500 gp + 7,780 XP.

Orb Wraith: Undead (incorporeal); 15 ft./10 ft.; Concentration +40, Diplomacy +9, Hide +27, Intimidate +40, Know (any 3) +15, Listen +39, Search +37, Sense Motive +37, Spot +39; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Critical (enervation ray), Improved Initiative, Mobility, Spring Attack, Weapon Focus (incorporeal touch), Weapon Focus (enervation ray); LA —. Add darkvision 60 ft. to special qualities.

Quth-Maren: Revised in *Fiend Folio.*

Wraith Spider, Small: Undead; 5 ft./5 ft.; Listen +2, Spot +2; Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Medium: Undead; 5 ft./5 ft.; Listen +3, Spot +2; Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Large: Undead; 10 ft./5 ft.; Listen +6, Spot +5; Alertness, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Huge: Undead; 15 ft./10 ft.; Listen +9, Spot +8; Alertness, Cleave, Power Attack, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Arachnoid Creature: Revised in *Underdark.*

Keening Spirit: Undead (augmented humanoid, incorporeal); LA +7. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A keening spirit receives a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Revenant: Undead (augmented humanoid); 5/magic; LA +6. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Silveraith: Undead (augmented humanoid, incorporeal); LA +8. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A silveraith receives a +8 racial bonus on Hide, Listen, Search, and Spot checks.

faiths & pantheons

The following monsters are from the *Faiths and Pantheons.*

Zin-Carla: Undead (augmented [previous type]); 5/magic; LA +4. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

phaerimm

Aberration
Speed: 10 ft. (2 squares), fly 30 ft. (good)
Environment: Underground
Organization: Hatchling, juvenile, and young adult: solitary, pair, or clutch (3–5); adult, mature adult, elder, and revered elder: solitary, pair, or hive (3–6 plus 2–8 offspring)
Challenge Rating: Hatchling 1; juvenile 5; young adult 9; adult 12; mature adult 15; elder 18; revered elder 21
Treasure: Double standard
Alignment: Usually neutral evil
Advancement: Hatchling 2–3 HD; juvenile 5–6 HD; young adult 8–9 HD; adult 11–12 HD; mature adult 14–15 HD; elder 17–18 HD; revered elder 20+ HD
Level Adjustment: Hatchling +2, juvenile +3, young adult +4, adult +5, mature adult +6, others —

Young Adult Phaerimm: Medium aberration; HD 7d8+7; hp 38; Init +1; Spd 10 ft., fly 30 ft. (good); AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +6; Atk +6 melee (1d4+1, claw); Full Atk +6 melee (1d4+1, 4 claws) and +4 melee (1d8, bite) and +4 melee (1d6 plus poison, stinger); Space/Reach 5 ft./5 ft. (0 ft. with bite); SA poison, spells; SQ *detect magic,* full vision (*see invisibility*), immunities, phaerimm magic, spell resistance 17, telepathy; AL NE; SV Fort +3, Ref +3, Will +8; Str 12, Dex 13, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Concentration +11, Diplomacy +5, Knowledge (arcana) +7, Listen +5, Search +5, Sense Motive +8, Spellcraft +14, Spot +8; Multiattack, Spell Focus (evocation), Spell Penetration.

Spells Known (6/7/7/5; save DC 13 + spell level, or 14 + spell level for evocation spells): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic;* 1st—*burning hands, magic missile, ray of enfeeblement, shield, sleep;* 2nd—blur, *scorching ray, touch of idiocy;* 3rd—*dispel magic, lightning bolt.*

Elder Phaerimm: Large aberration; HD 16d8+32; hp 104; Init +0; Spd 10 ft., fly 30 ft. (good); AC 31, touch 9, flat-footed 31; Base Atk +12; Grp +21; Atk +16 melee (1d6+5, claw); Full Atk +16 melee (1d6+5, 4 claws) and +11 melee (2d6+2, bite) and +11 melee (1d8 plus poison and implant, stinger); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA implant, poison, spells; SQ damage reduction 10/magic, *detect magic,* full vision (*true seeing*), immunities, phaerimm magic, spell resistance 26, telepathy; AL NE; SV Fort +7, Ref +5, Will +15; Str 20, Dex 11, Con 14, Int 19, Wis 20, Cha 23.

Skills and Feats: Concentration +21, Diplomacy +8, Knowledge (arcana) +23, Listen +14, Search +14, Sense Motive +24, Spellcraft +25, Spot +24; Greater Spell Penetration, Heighten Spell, Multiattack, Spell Focus (enchantment, evocation), Spell Penetration.

Spells Known (6/7/7/7/7/7/7/5/3; save DC 16 + spell level, or 18 + spell level for enchantment or evocation spells): 0—*arcane mark, daze, detect magic, light, mage hand, open/close, ray of frost, read magic, touch of fatigue;* 1st—*burning hands, magic missile, ray of enfeeblement, shield, sleep;* 2nd—*blur, detect thoughts, scorching ray, touch of idiocy, web;* 3rd—*deep slumber, fireball, protection from energy, slow;* 4th—*crushing despair, greater invisibility, polymorph, scrying;* 5th—*cone of cold, dominate person, telekinesis, teleport;* 6th—*chain lightning, disintegrate, greater dispel magic;* 7th—*forcecage, spell turning;* 8th—*mass charm monster.*

Phaerimms are evil magicians who would gladly erase all other beings from existence. Thus far they have not done so, probably because they would consequently lack for serviceable slaves to torture for sport. Millennia ago, the phaerimms plotted to destroy all life in Faerûn. They succeeded in toppling the mighty Netherese empire and devastating the area now known as the Anauroch desert, but they were foiled by the intervention of the elder sharn. The sharn imprisoned most of the phaerimms in a magic field beneath Anauroch. Only a few escaped imprisonment. Some of these escapees now live in Myth Drannor, squandering their power on internal political squabbles. Others have conquered the beholder city of Ooltul and are attempting to break through the sharn's barrier to free their fellows.

A phaerimm has a conical body and an ovoid head. The head disk contains an immense, toothed maw and is surrounded by four clawed arms. Beneath the top disk, the phaerimm's long, sinuous body tapers down to a lethal stinger. At birth, a phaerimm is only a foot or two long, but it can grow as large as 30 feet in advanced old age. Along with its increasing size, a phaerimm develops its innate magical ability. A hatchling casts spells as a 1st-level sorcerer, while a centuries-old revered elder is a 19th-level caster.

If phaerimms were less evil, they would be more alien and difficult to understand, but their overwhelming drive toward inflicting pain makes them somewhat predictable. They communicate with one another by varying the wind speed around their bodies and with others using telepathy. They understand Common and several other languages.

combat

Phaerimms can be dangerous combatants, but they view purely physical combat as a sign of weakness. A phaerimm that uses its stinger or weapons to defend itself is assumed to have insufficient magical abilities. Consequently, phaerimms make physical attacks only as a last resort, even at younger ages when they lack powerful magic. Young phaerimms do sometimes stoop to using masterwork swords, and they suffer no disgrace for it so long as they use *Tenser's floating disk* to carry the weapons whenever they are out of combat.

As spellcasters, phaerimms favor charm, command, and illusion effects over direct damage spells, but they are not shy about letting loose a fireball if necessary. Powerful elder phaerimms often have charmed or dominated beings fighting for them. In fact, phaerimms sometimes pick fights simply so that they can watch their enemies being forced to hack apart their own friends. Phaerimms also enjoy summoning outsiders, but they are generally too proud to use low-level summoning spells to call up common animals and other minor creatures.

Implant (Ex): As a standard action, a phaerimm can use its stinger to lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the eggs, as does a successful DC 20 Heal check by someone with ranks that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Poison (Su): Stinger, Fortitude save (DC 15); initial damage paralysis for 2d4 rounds, secondary damage paralysis for 1d3 hours. Paralyzed creatures levitate, helpless, a few feet off the ground.

Spells: A phaerimm casts arcane spells as a sorcerer (caster level equals phaerimm's Hit Dice).

***Detect Magic* (Sp):** A hatchling phaerimm can use *detect magic* at will (caster level equals phaerimm's Hit Dice).

Flight (Ex): A phaerimm's body is naturally buoyant, allowing it to fly at a speed of 30 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Full Vision (Ex): As it ages, a phaerimm's natural ability to detect magic expands. A juvenile phaerimm can see invisible or ethereal creatures to a range of 120 feet, as though constantly under the effect of a *see invisibility* spell. An adult phaerimm can see magical auras to a range of 120 feet, as though constantly under the effect of an *arcane sight* spell. An elder phaerimm sees as though constantly under the effect of a *true seeing* spell.

Phaerimm Magic: Phaerimms cast their sorcerer spells as if they were spell-like abilities. Thus, they require no verbal, somatic, or material components.

phaerimm characters

A phaerimm's favored class is sorcerer. Its sorcerer levels stack with its base spellcasting ability for the purpose of determining spells known, spells per day, and other effects dependent on caster level. A phaerimm character likewise uses the sum of its racial spellcasting levels and appropriate class levels to determine the abilities of its familiar, though it cannot acquire a familiar until it takes at least one level in the sorcerer class.

PHAERIMMS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Base Attack/ Cha	Grapple	Fort Attack	Ref Save	Will Save	Poison Save	DC
Hatchling	T	1d8 (4)	4	17	10	11	12	13	+0/–11	–1	+0	+3	+3	—
Juvenile	S	4d8 (18)	8	15	10	13	14	15	+3/–2	+3	+1	+3	+6	—
Young Adult	M	7d8+7 (38)	12	13	12	15	16	17	+5/+6	+6	+3	+3	+8	14
Adult	L	10d8+10 (55)	16	11	12	17	18	19	+7/+14	+9	+4	+3	+11	16
Mature Adult	L	13d8+26 (84)	18	11	14	17	20	21	+9/+17	+12	+6	+4	+13	18
Elder	L	16d8+32 (104)	20	11	14	19	20	23	+12/+21	+16	+7	+5	+15	20
Revered Elder	H	19d8+57 (142)	22	9	16	21	22	25	+14/+28	+18	+9	+5	+17	22

PHAERIMM ABILITIES BY AGE

Age	Init.	Armor Class	Special Abilities	Caster Level	SR
Hatchling	+3	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14 immunity to polymorph and petrification	Phaerimm magic, detect magic,	1st	11
Juvenile	+2	19 (+1 size, +2 Dex, +6 natural) touch 13, flat-footed 17	Full vision (see invisibility), telepathy	4th	14
Young Adult	+1	21 (+1 Dex, +10 natural) touch 11, flat-footed 20	Poison	7th	17
Adult	+0	23 (–1 size, +14 natural) touch 9, flat-footed 23	Implant, full vision (arcane sight)	10th	20
Mature Adult	+0	27 (–1 size, +18 natural) touch 9, flat-footed 27	Damage reduction 10/magic	13th	23
Elder	+0	31 (–1 size, +22 natural) touch 9, flat-footed 31	Full vision (true seeing)	16th	26
Revered Elder	–1	33 (–2 size, –1 Dex, +26 natural) touch 7, flat-footed 33	Damage reduction 15/magic and silver	19th	29

PHAERIMM SPACE/REACH, ATTACKS, AND DAMAGE

Size	Space/Reach	Claws	1 Bite	1 Stinger
Tiny	2-1/2 ft./0 ft.	2 • 1d2	—	—
Small	5 ft./5 ft. (0 ft. with bite)	2 • 1d3	1d6	—
Medium	5 ft./5 ft. (0 ft. with bite)	4 • 1d4	1d8	1d6 plus poison
Large	10 ft./10 ft. (5 ft. with bite)	4 • 1d6	2d6	1d8 plus poison and implant
Huge	15 ft./15 ft. (5 ft. with bite)	6 •1d8	2d8	2d6 plus poison and implant

About the Authors

Rich Baker began his career as a game designer with TSR back in 1991, then became a senior designer six years later. After working on the 3rd Edition D&D game, he took over creative direction for Alternity. In late 1999, he became creative director for D&D Worlds and oversaw the creation of 3rd edition Forgotten Realms products. He's now returned to his love of design as a senior designer again, while still providing a guiding spirit to the Forgotten Realms line. He's written a number of novels on the side, including his sixth and latest novel: *Condemnation,* Book 3 of the *War of the Spider Queen* series.

James Wyatt is an RPG designer at Wizards of the Coast, Inc. His design credits include *The Speaker in Dreams, Defenders of the Faith, Oriental Adventures, Deities and Demigods, Fiend Folio, Draconomicon,* and the *Book of Exalted Deeds.* He wrote the Origins award-winning adventure *City of the Spider Queen* and is one of the designers of the new Eberron campaign setting, which is due out in June. He lives in Kent, Washington with his wife Amy and son Carter.